

# Jonathan Duran

## WEB DEVELOPER - Google

Benicia, CA - Email me on Indeed: [indeed.com/r/Jonathan-Duran/4e7ba6cbf8e58d1b](https://www.indeed.com/r/Jonathan-Duran/4e7ba6cbf8e58d1b)

Professional web developer and designer seeking full-time employment at a small, progressive company to deliver the next generation of web content.

### WORK EXPERIENCE

#### WEB DEVELOPER

Google - Mountain View, CA - September 2012 to November 2013

Web developer working on the HTML5 authoring tool Google Web Designer, primarily focusing on the animation timeline. All development is done in JavaScript, HTML and CSS and was a continuation of the tool that was being developed at Motorola Mobility before being acquired by Google.

- Lead developer for the timeline, providing oversight to two other engineers on architecture, workflows, planning and implementation. The timeline provides a simple UI to create CSS standard animation in 2D and 3D.
- Responsible for localizing the application into the 40+ supported languages at Google including bidirectional languages.
- Assist in creating tutorial videos and documentation leading up to product launch, respond to users on forums and social networks post-launch.

#### SENIOR SOFTWARE ENGINEER

Motorola Mobility - Sunnyvale, CA - February 2011 to September 2012

Senior developer for Motorola Ninja HTML5 Authoring Tool, specializing in object-oriented JavaScript, CSS3, and HTML. Lead other developers in small teams to plan and build high-quality software features on schedule.

- Individual contributor to the Motorola Ninja codebase, responsible for the Timeline feature and CSS keyframe animation export, coding the UI and front-end logic using agile development practices and the MVC pattern.
- Direct the design, development, and optimization of intranet websites and applications for department-wide product development portal with spec database, reports, and supporting web applications.
- Provide graphics support to the team. Created the trademarked Motorola Ninja logo.

#### SENIOR QUALITY ENGINEER

Adobe Systems, Inc - San Jose, CA - December 2005 to January 2011

Flash Professional

White box tester for Flash Professional authoring tool, intranet architect, and automation lead. Maintain testing hardware for 4 operating systems and create test bed scripts and applications for automated testing, run tests, and build and maintain company-wide intranet portals.

- Direct design, development, and optimization of intranet websites and applications for company-wide product portals.
- Develop and test Flash, PHP, and database-driven web applications using SCRUM and agile development methods.
- Develop SWF-based features for various panels in the Flash Professional authoring tool.

#### PRODUCT MANAGER

Macromedia - San Francisco, CA - 2003 to 2005

Manage developer relations for mobile Flash Player technologies, creating demo materials, speaking at conferences, and maintaining direct relationships with partner companies.

- Organize and participate in development of demo applications showcasing early Macromedia mobile technologies; Flash Lite, FlashCast, and mobile devices.
- Created SWF game, which shipped as one of the default games on the iRiver U10 MP3 player.
- Coordinate and host multi-regional meetings of clients and customers in combination physical/remote web conferences.

## **SENIOR SUPPORT TECHNICIAN**

Macromedia - San Francisco, CA - 2000 to 2003

Top-level support for Macromedia Flash Professional authoring tool coordinating and maintaining multiple call centers, knowledge bases, and support technicians.

- Manage and assist lower-tier technicians with difficult customer issues.
- Create and maintain documents for the company knowledge base.
- Consult directly with premium subscribers to build and troubleshoot Flash projects.

## **EDUCATION**

### **Computer Science**

Laney Community College - Oakland, CA  
1998 to 2000

Traditional Art/Computer Science - Solano Community College  
1994 to 1996

## **ADDITIONAL INFORMATION**

### **SUMMARY OF TECHNICAL SKILLS**

- Operating Systems: Extensive experience working with all versions of Windows, Mac OS X, Android 2.0+, and Ubuntu.
- Software: Main skillset includes HTML5, Object-oriented JavaScript/ActionScript, and CSS3 (particularly keyframe animation). Extensive experience working with all versions of Adobe Flash Authoring and Flash Player, Photoshop, Dreamweaver. Working knowledge of commonly used web technologies XML, PHP, MySQL. Source control: Perforce, git, github.
- Hardware: Familiarity with overall PC architecture and maintenance. Comfortable installing peripherals and drivers and troubleshooting hardware related issues.
- Other: Additional training in technical writing and editing. Ability to communicate clearly and effectively through writing. Experience writing and editing technical documents.