**Gregory Fick**

[gregfick.webdev@gmail.com](mailto:gregfick.webdev@gmail.com) | Baltimore, Maryland

Portfolio: <http://gregfick.com> | LinkedIn: <http://goo.gl/ctzDiH> | GitHub: <https://github.com/gfick>

Experienced agile front-end web developer focused on delivering well-designed, user-friendly web applications.

**EDUCATION**

**Towson University** | Towson, Maryland Graduated August 2011

Bachelor of Science in Computer Science

**SKILLS AND TOOLS**

* HTML, CSS, SCSS, Bootstrap 3, Materialized
* JavaScript, CoffeeScript, jQuery
* Ruby, Ruby on Rails, PHP, Laravel 4, Node.js, Gulp, Express, SQL, Redis
* JSON, REST, AJAX
* Git, Perforce
* Responsive Design, User Experience Design, Agile Software Development, Scrum

**PROFESSIONAL EXPERIENCE**

**ZeniMax Online Studios** | Hunt Valley, Maryland

*Web Developer* October 2012 – Present

Internal System (AngularJS, Node.js, Gulp, Docker, Fig, JavaScript, HTML, CSS3)

* Currently developing an internal web application using some new tools.

Customer Support Research Console (Ruby on Rails, HTML, CSS3, CoffeeScript, jQuery)

* Lead front-end development of the responsive website used by Customer Support staff to resolve customer incidents for *The Elder Scrolls Online* (ESO) video game.
* Integrated with game and platform systems using JSON REST services and Ruby on Rails.
* Built tool visuals with HTML5, CSS3, SCSS, and Bootstrap 3
* Add tool functionality through DOM manipulation using JavaScript, CoffeeScript, jQuery, and Ajax.
* Consistently added features, including account edit, mass actions, character kick/rename/skill reset, guild management, item creation, and in-game mail manipulation.
* Worked closely and collaboratively with the User Experience and Customer Service teams to detail out designs and ensure existing technology supports desired functionality.

Platform Services (Ruby)

* Assisted in designing and building platform JSON REST services using Ruby; consumed by platform and ESO game teams.
* Integrated with vendor’s REST API to create e-mail services including registration, confirmation, and password recovery.

Tumblr – [theelderscrollsonline.tumblr.com](http://www.theelderscrollsonline.tumblr.com) (HTML, CSS3)

* Skinned page according to Marketing and Community teams’ criteria, using Tumblr’s built-in editor.

Community Site – [elderscrollsonline.com](http://www.elderscrollsonline.com) (PHP, Laravel 4, HTML, CSS3, jQuery, SQL)

* Added features, such as newsletter signup, as well as fixed bugs.
* Updated CMS with new tools for the Community team to increase usability and reduce time spent entering content.

**ZeniMax Online Studios** | Hunt Valley, Maryland

*Quality Assurance Engineer* November 2011 – September 2012

Platform Services (Ruby, Cucumber)

* Coded Cucumber tests in Ruby that ran on builds of platform JSON REST services; increased code coverage from 5% to 85%.
* Worked with developers to create white/black box and automated/manual test plans, requirement specifications, and acceptance criteria for new JSON REST services.

Tools (PHP, JavaScript, jQuery, HTML5, CSS3)

* Designed, wrote, and implemented a web search application to query (cURL) ESO’s Splunk REST API for game event logs.

ECommerce

* Led collaborative testing with an external vendor on an ECommerce website; testing areas included CMS, front-end, responsive design, and browser compatibility.
* Kept documentation up-to-date, helping to onboard new hires quickly and efficiently.