Tony Pujals

Full Stack Engineer

Mountain View, California

Summary

- Passionate about building APIs, applications and Cloud platforms using Node.js and JavaScript.
- Built a number of Node/MongoDB backends, including a Platform-as-a-Service (PaaS) and two open source Federal Open Data / API projects.
- Speaker, trainer, and organizer of two Node meetups (one learning-oriented and one social/ community-oriented).
- Strong architecture experience, self-starter, strong team player, and excellent communication skills.
- Professional Links:
  - GitHub - https://github.com/tonypujals
  - Twitter - https://twitter.com/subfuzion (@subfuzion)
  - LinkedIn - http://linkedin.com/in/tonypujals
  - Blog - http://tonypujals.io
  - Node Meetup - http://www.meetup.com/Node-Hackers-at-Hacker-Dojo
  - Node Meetup - http://www.meetup.com/Node-js-Beer

Skills

Node.js	MongoDB	JavaScript
API development	Redis	Java
Express, Mocha	Cloud Computing	iOS / Objective-C
Backbone, Handlebars	Single Page Web Apps	HTTP, REST

Experience

Hacker Dojo

Node.js Technologist

Spending the majority of my time at Hacker Dojo, where I can be found evangelizing and providing Node training, and working on the Next Big Thing.

ITSource Technology Inc.

Platform Architect (June 2012- February 2014)

Consultant for six months, then full-time role responsible for creating the company's open source and Platform-as-a-Service strategies, and building API products based on Node.js.

- Spearheaded the company's move to focus on APIs instead of applications, and embrace Node.js, NoSQL, GitHub and Open Source Software development, including making OSS contributions for Federal Open Data and Open API development.
- Created a Federal Open Data API and mobile-first app with Node.js and MongoDB, in collaboration with the GSA Digital Services Innovation Center Director and API Evangelist (http://snapfinder.org, https://github.com/tonypujals/snapfinder-api)
- Developed a Node.js Platform-as-a-Service (PaaS) and open source command-line interface (CLI) and tools, that will be entering beta-testing and brought to market Spring 2014.

Subfuzion, Inc.

Founder (January 2010 - June 2013)

Founder of an agile Silicon Valley software development consulting firm in business for three years. It was composed of a team of experienced software architects, developers, and UI designers passionate about web applications and mobile apps.

- Developent was focused on iPhone app development, open source development of an actor framework modeled after Erlang and Akka (axframework.io), and consulting.
- Co-developed an Open Data API (Node.js, MongoDB) and an iPhone app for Federal Challenges (challenge.gov)

APX, Inc.

Chief Architect (2008 - 2009)

Provided technical leadership and participated in development and release of APX' next generation flagship web platform (MarketSuite), which provides near real-time visualization of complex automated workflows and numerous forms and reports related to scheduling, settlement, and decision support for power management in the competitive electricity markets. Provided architectural oversight and technical direction across engineering organization, and conducted planning and design reviews with technical leads and product development stakeholders. Was instrumental in implementing a mission-critical and performance-sensitive component of the scheduling application crucial for successful market launch.

Neudesic

Principal Consultant (2007 - 2008)

Consultant with Neudesic as architect/developer for a major provider of loan servicing software for the banking industry, to design and build the next generation version of their flagship application. Led the team on migration to a service-oriented architecture with a browser-based enterprise client to be deployed to various banking institutions.

Spot Runner

Sr. Application Developer (2007)

Participated in implementation of a web portal for advertising campaign management by media buyers/agencies and sellers to complement Spot Runner's consumer Web portal. Areas of focus included securing the portal application services layer, and creating a data mapping framework for importing and exporting various media buyer goal files used in the advertising industry.

Ortega InfoSystems

Principal Architect (2006 - 2007)

Consulted for a leader in the digital video surveillance space as architect and team lead to design and build the company's next generation version of its flagship facility management, security, and network video surveillance application.

Yahoo!

Sr. Software Engineer (2005 - 2006)

Java/Flex/PHP application developer. Member of the SiteBuilder team responsible for building a browser-based version of Yahoo's desktop Java application for authoring Yahoo! Small Business websites. Participated in internal PHP framework development and provided PHPUnit training for the Yahoo! Small Business engineering team.

Intertrust

Web Services Architect (2003 - 2004)

Wrote various whitepapers and specifications related to Intertrust Web Services, and designed a Java Web Services framework to serve as a reference implementation to Intertrust patent licensees for enforcing security policies for digital rights management in peer-to-peer networks. Wrote a lightweight XML parser using Flex and Bison parser-generator tools for a minimal SOAP stack in C (the XML parser was required to be license-free).

Planetweb, Inc.

Chief Architect (2001-2003)

Architect and team lead; successfully managed development of Planetweb's Internet service portal with federated security for consumer devices with embedded Planetweb browsers licensed to customers such as Sony. Designed J2EE/Oracle portal backend for managing user accounts and for application and content provisioning for licensed service subscribers. Created a framework for Java applications to run, communicate with the service portal, and render XML markup-based user interfaces in the Planetweb browser. Created Planetweb Instant Messenger, which shipped as a commercial product in the retail channel in 2001. Successfully provided Yahoo! Instant Messenger support, although this feature ultimately did not ship for legal reasons. Served as technical representative to the DVD Forum, a consortium of manufacturers, content developers/providers, and software developers that control DVD standards (www.dvdforum.com); co-chaired the Text expert group and wrote the specification section on Text, character encoding, and font support for the next generation, enhanced DVD platform. Delivered a well-received presentation explaining character encodings,

font technology, and relationships to W3 standards which was subsequently requested for in-house training at Microsoft.

enScaler, Inc.

Director of Software Development (2000 - 2001)

Led development of class library framework (including an object-relational mapping library), server components, and various products for a B2B self-service web portal for streaming media management and delivery over broadband networks for various partner content delivery networks (CDNs).

miro Displays, Inc.

VP, Engineering (1999 - 2000)

Worked with the chief color scientist and product management team, and led the engineering team in development of various commercial Windows, Mac, and browser-based (Netscape plugin) applications and utilities for color calibration and management. Successfully ported ColorMatch technology from Radius acquisition for Macintosh to Windows, designed various commercial applications that shipped in the retail channel for the Windows platforms, and led development of ColorMatch for iMac that also shipped in the retail channel.

Objectmedia, Inc.

Founder (1996 - 1999)

Created an Integrated Development Environment (IDE) for licensing to ISVs for distribution with their software development kits for embedded Java development. Developed 32-bit color animation frameworks in C++ and Java, and developed 2D games for inflight entertainment for British Airways (under contract to InterGame).

Education

California Maritime Academy

B.S., Industrial Technology