Shaun Harrington
Software Developer

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SKILLS:
I have a strong skill set for, and extensive experience with web application design, architecture and implementation on a LAMP stack. In addition, I have extensive desktop application design, architecture and implementation on Windows platforms. I'm very comfortable programming with PHP, JAVASCRIPT, JAVA, C++ and C. I have spent a lot of time creating user interfaces, designing database schemas, writing and optimizing queries for MySQL, authoring desktop web sites using XHTML and responsive web sites using HTML5, building web services and RESTful APIs, contributing to engine logic and implementing enhancements within. I have also spent a lot of time working in a dev-ops capacity writing and maintaining Amazon Web Services (AWS) instance spin-up scripts (bash and bat) and system update scripts (bash).

I have (28 years) of professional programming experience. My extensive user interface design experience gives me a keen eye for usability and best practices. Years of working on both large and small product development teams has helped me to develop strong communication, presentation and documentation skills. I'm a fan of Agile development methodologies and continuous development cycles. I'm a quick learner with a 'pit-bull' like attitude towards task and milestones.

My professional experiences include significant exposer to: Linux, Apache, NGINX, MySQL, SDB, RDS, Node.js, Jade, Angular2, Mongo, PHP, JAVASCRIPT, JAVA, SPRING, AWT, SWT, SWING, C++, C, RTL, WIN32, STL, ATL, MFC, COM, DCOM, Visual Basic, X86, HTML, XMHTL, HTML5, CSS, XML, JSON, AJAX, jQuery, jQuery UI, jpGraph, D3, Zapatec, Bootstrap, Boilerplate, WordPress, ZenCart, eCommerce, Drupal, Symfony, Zend, Google Fusion, Google Map API, Yahoo Weather API, Intelij, PHPStorm, Visual Developer Studio, MSDN, Eclipse, Mercurial, SVN, PVCS, CVS, Bounds Checker, Bugzilla, RedShift, Amazon Web Services and many more.

EXPERIENCE:
SMS Masterminds, San Luis Obispo, CA   *November 2013 – present*
Principal Software Developer
Until very recently, I was working as the lead software developer for the 'Engage' product at SMS Masterminds. 'Engage' is a branding enabled boilerplate web site platform coupled with an SMS sending and receiving platform that enables clients to send and receive text messages to groups of mobile subscribers collected by web, mobile and loyalty kiosk (in store tablet) methods. Over the course of my efforts the product has grown from 5 licensees to over 200 licensees, and from 1 million mobile subscribers to over 7 million mobile subscribers.

My specific efforts are primarily focused on programming, managing the codebase and dev ops. I have out right owned or contributed programming efforts to almost every module (UI, API, services, engine) of the codebase with the exception of the tablet APK (android) that runs on our loyalty kiosks. Some highlights include converting a "copy and paste" code base into a shared code base for the consumer web site side of the product. Migration of primary service server from Rackspace hosting to service specific servers within Amazon Web Services. Implementation of an enterprise wide dashboard using responsive design with Bootstrap that provides facilities for managing hosted web sites and reporting for the SMS sending service. Authoring of several RESTful APIs and services for internal consumption. Seemingly endless UI enhancements, widget and wizard (work flow UI) implementations. Authoring of DR system spin up, service installation and product update bash scripts. Dev-op responsibilities that include Amazon Web Services (AWS) EC2 instance, volume and snapshot management along with heavy use of Route53, SES, RDS, SDB and S3. Closely working with QA to ensure quality, and customer service departments to prioritize feature roll outs and bug fixes. I've had the opportunity to mentor a couple of jr. engineers recently, which is exciting for me.

PlanetHarrington, Arroyo Grande, CA   *November 2001 – 2013 (overlaps with BlackBall)*
Owner/Software Developer
PlanetHarrington was my venture into contracting for web application design and internet marketing. I switched back and forth between SEO efforts and working on custom website frameworks, responsive and mobile design, widgets, extensive ZenCart enhancements and WordPress plug-ins. During this time I built and maintained well over one hundred websites. I'm particularly proud of an IDX (real estate listings) system that I implemented on an AWS AMI instance that pulls listing data from the Central Coast Real Estate Association and makes the data available for real estate web sites by API and WordPress plug-ins, and is still in use today. Another effort included a database schema design and a secure set of tools for adding, updating, searching and reviewing IVF egg donors for one of the largest IVF facilities in the nation. One last effort worth mentioning was a custom web site and ATV reservation system for Steve's ATV that was my first real venture into data driven web sites. All in all there was a lot of PHP and MySQL on the back end and web site frameworks, jQuery and jQuery UI on the front end. I also started contracting for SMS Masterminds during this time.

BlackBall, Inc., San Diego, CA   *November 2001 – July2009*
Principal Software Developer
Principal software developer of Windows client-side user interfaces, JAVA server applets and internet components for a family of data management tools built around a metadata indexing file system. Specific efforts include shell extensions and other Windows UI components. In addition, I implemented a software based musical instrument tuner in JAVA and in C++ for Windows. Responsibilities included UI design documents and directing testing efforts. Heavy use of C, C++, PHP, MySQL, JAVA and Microsoft Developer Tools.

VERITAS Software, Inc., San Luis Obispo, CA   *May 1999 – October 2001 (merged with Seagate)*

Principal Software Developer

Principal software developer of Windows UI components for OEM backup and replication software distributed to global markets. Specific efforts include custom controls, 3D widgets, reusable class libraries, shell extensions and other UI components. Participation in large (25-100) person engineering teams. Strong cooperation with large QA, localization and hardware driver teams. Heavy use of C, C++ and Microsoft Developer Tools, PVCS, Bounds Checker, and Bugzilla.

Seagate Software, Inc., San Luis Obispo, CA   *January 1997 - May 1999 (merged with Arcada)*
Senior Software Developer

Senior software developer of Windows UI components for OEM backup and replication software distributed to global markets. Specific efforts include custom controls, 3D widgets, shell extensions and other UI components. Participation in large (10-50) person engineering teams; Strong cooperation with large QA, localization and hardware driver teams. Heavy use of C, C++, Microsoft Developer Tools, PVCS, Bounds Checker, and Bugzilla.

Arcada Software, Inc., San Luis Obispo, CA   *May 1996 – January 1997*
Software Developer

Software developer of Windows UI components for OEM tape backup and disaster recovery software distributed to global markets. Specific efforts include custom controls, shell extensions and other UI components. Participation in large (10-25) person engineering teams. Strong cooperation with large QA, localization and hardware teams. Heavy use of C, C++, Microsoft Developer Tools and CVS

Stac Electronics, Inc., San Diego, CA   *January 1993 – May 1995*
Software Developer

Software developer of Windows UI components and DOS interrupt hook components for a widely distributed real time data compression product. Specific efforts include 3D chart widgets, Custom buttons, Client installation/configuration components, DOS command and redirect hooks. Heavy use of C, C++ and Microsoft Developer Tools and some light assembly programming.

Mountain Network Solutions, Inc., San Diego, CA   *January 1990 - December 1992*
Software Developer

Software developer of reusable C++ libraries for custom installation software and Windows UI components for tape backup software.

Emerald Systems, Inc., San Diego, CA   *February 1989 – January 1990*

Software tester of tape backup software. Software developer of reusable C++ libraries for custom installation software and Windows UI components for tape backup software.

References and reviews are available upon request. Thank you for your consideration.