
Role

Senior application architect/developer experienced with various systems, languages and platforms.

Primary Skills

- **Programming Languages:** Java, Javascript, PHP, ColdFusion, ActionScript 3
- **Server Frameworks/Technologies :** NodeJS, ExpressJS, Mongoose, Passport, PM2, Java EE, Jersey, Glassfish, JUnit, Apache, Zend, Karma, Grunt, Ant, Bash, Memcache, RabbitMQ, Nginx, AWS
- **Client Frameworks/Technologies :** HTML5, CSS3, LESS, AngularJS, Backbone Marionette, JQuery, Bootstrap, RequireJS, Jasmine, Flex, Flash, AIR, Java Android
- **SOA:** REST, SOAP, AMF, CORS, JSONP, Websockets, Datagram
- **Database:** MongoDB, MySQL, Microsoft SQL Server
- **Operating Systems:** OSX, Windows, Debian Linux
- **Software:** IntelliJ, Web Storm, Eclipse, Flash Builder, Flash Professional, Dreamweaver, Photoshop, Illustrator, Fireworks, Vim, VMWare, Putty, WinSCP, Charles, TextMate, ITerm2, Postman, GitHub
- **Revision Control:** GIT, SVN, Perforce

Education

The University of Georgia

Bachelor of Science in Computer Science

Athens, GA

August 2009

Certifications

Oracle Certified Professional, Java SE 6 Programmer

March 2012

Adobe Certified Expert in Flex 3 with AIR

April 2009

Related Experience

Inmar, Inc.

<http://www.inmar.com>

Senior Software Engineer

Austin, TX

May 2013 - May 2015

- Wrote scripts to nightly aggregate mass blobs of digital coupon and user data from Inmar's proprietary DPN servers, parse it, and write it to a Mongo NoSQL database.
- Built a set of CORS enabled RESTful service endpoints using Node.js to allow client applications to easily query against the aforementioned MongoDB data set.
- Developed an extendable front end web application with RequireJS and Backbone, that allows users to view, clip and manage digital coupons from their desktop or mobile devices. Application is currently in production for well known retailers across the country.

Clarus Agency, LLC. (bought out by Inmar Inc.)

<http://www.clarusagency.com>

Senior Software Engineer

Austin, TX

May 2013- January 2015

- Architected and developed responsive web applications for large corporate clients such as Emerson, Oracle and Cisco, using a combination of front end technologies such as HTML 5, LESS, Backbone Marionette and Bootstrap.
- Setup and maintained scalable hosting solutions using a combination of Node.js and Nginx on our company owned Rackspace servers.
- Worked directly with clients to document feature sets and break month long projects into a group of deadlines and deliverables.

Intific, Inc.

<http://www.intific.com>

Senior Software Engineer

Austin, TX

September 2012- April 2013

- Worked as part of an Agile team of six developers on the DARPA funded project *Social Action Storm*: a unique browser based game that combines features from various modern social media sites. Helped guide the project from initial stages of development through full Beta release.
- Re-factored the company's in house javascript game framework by decoupling the DOM manipulation portions of the code into separate "Renderer and Model" objects; thus allowing the framework to operate closer to a standard MVC paradigm more suitable for standard web applications. Also coded corresponding RESTful services and server-side scripts for the back-end PHP stack, which stored data to both a local MySQL database and remote third party APIs.

- Built the entirely asynchronous front-end portion of *Social Action Storm* specifically for modern browsers with HTML 5 and CSS 3 capabilities. This included creating very customized and interactive components, rendered using a mixture of HTML Canvas elements and Scalable Vector Graphics.

Aristobot, LLC.

<http://www.aristobotgames.com>

Founder/Co-Owner

Austin, TX

April 2012-Present

- Created the Aristobot Games service stack as a back-end system used for managing turn-based multiplayer games. Services were built using Java EE and hosted on a Glassfish server. The code includes third party libraries for utilizing RESTful APIs, MySQL database integration, and in-memory data caching. Multiple versions (for production and testing) of the service stack are currently hosted and maintained on my own Ubuntu cloud instance through Amazon EC2. Longer running processes (such as sending Apple and GCM push notifications) are stored in separate EJB modules, as to allow for quicker returns on service calls.
- Created the client mobile library using Actionscript 3 and Adobe Flex, which connects to the aforementioned RESTful API's through standard HTTP requests. Library also includes features common to most games (such as authentication screens, opponent tracking, and leaderboards).
- Developed *Chess Chaps* using the Flex 4.5 Mobile framework as the first game to implement Aristobot Games libraries and services. Used to play online Chess games on smart phones and tablets against real life opponents. *Chess Chaps* is currently available for most Android and IOS devices, and has sold over 300 units to date.

HotSchedules, Inc.

<http://www.hotschedules.com>

Software Engineer

Austin, TX

October 2011- April 2012

- Implemented new features and bug fixes to HotSchedule's multiple systems including the HTML web application, Flex Enterprise Manager application, and Java Android mobile application, as well as the corresponding back-end Java/Microsoft SQL server code.
- Designed and implemented an improved back-end user authentication system, including password encryption and removal of extraneous data table

BancVue, LTD.

<https://www.bancvue.com>

U.I Application Developer

Austin, TX

November 2009-October 2011

- Managed and built upon the company's Flash based content management system *FirstBase*.

- One of the initial U.I architects and developers for company's first killer app, the personal finance manager *Kasasa 360*. Designed and developed the desktop applications using Adobe Flex 4 with AIR (implementing the Mate MVC framework).
- Wrote the deployment scripts for the *Kasasa 360* desktop application using Ant. Aided in coding some of the landing web pages for *Kasasa 360* enrollment and application installation.

Digital Positions, Inc.

<https://www.digitalpositions.com>

Web Developer

Atlanta, GA

May 2007–November 2009

- Built out over 25 dynamic, data-driven customer websites, using back end ColdFusion code coupled with front end XHTML/CSS/JavaScript development.
- Contributed to the creation of three separate Flex web applications for corporate clients, including integration of Cairngorm MVC framework to facilitate complex data exchanges.
- Managed and built upon the company's ColdFusion based content management system *BoomSocket*.

Professional Portfolio

<http://ioondemandcalculator.com/>

<http://node1.clarusagency.com/>

<http://justsavefoods.com/specialoffers/digital-coupons/>

<https://snacksharesave.com/>

Personal Portfolio

<http://hypergalactic.net/>

<http://leaguechamps.net/>

<http://aristobotgames.com>

Open Source

<https://github.com/jamespdlynn/portfolio>

<https://github.com/jamespdlynn/microjs>

<https://github.com/jamespdlynn/backbone.ezbinding>