

# James Lynn

<http://jameslynn.io> • [jamespdynn@gmail.com](mailto:jamespdynn@gmail.com) • (404) 374-9001

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## Role

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

## Primary Skills

- **Programming Languages:** Java, Javascript, ActionScript 3, PHP, ColdFusion
- **Server Side:** NodeJS, ExpressJS, Mongoose, Passport, Java EE, Jersey, JDBC, Zend, Apache, Glassfish, PM2, Npm, Grunt, Ant, Bash Shell, Memcache, RabbitMQ, Nginx, Amazon Web Services
- **Client Side :** HTML5, CSS3, LESS, AngularJS, Backbone Marionette, JQuery, Bootstrap, RequireJS, Flex, Flash, AIR, Java Android
- **Testing:** JUnit, FlexUnit, Mocha, Karma, Jasmine, Angular Mock
- **Data Transfer:** REST, SOAP, CORS, AJAX, JSON, AMF, Websockets, Datagram
- **Database:** MongoDB, MySQL, Microsoft SQL Server
- **Operating Systems:** OSX, Windows, Ubuntu/Debian Linux
- **Revision Control:** GIT, SVN, Perforce
- **Software:** IntelliJ, Web Storm, Eclipse, LightTable, Vim, TextMate, Flash Builder, Flash Professional, Dreamweaver, Photoshop, Illustrator, Gimp, Open Office, VMWare, Putty, WinSCP, OpenSSH, FileZilla, Charles, Wireshark, Postman, ITerm2, Guake, Jira, Bamboo, Stash, GitHub

## Education

### The University of Georgia

*Bachelor of Science in Computer Science*  
*Minor in Philosophy*

Athens, GA  
August 2009

## Certifications

**LPI Linux Essentials Professional Development**

September 2015

**Oracle Certified Professional, Java SE 6 Programmer**

March 2012

**Adobe Certified Expert in Flex 3 with AIR**

April 2009

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## Related Experience

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### **Inmar, Inc. (acquired Clarus Agency, LLC.)**

<http://www.inmar.com>

*Senior Software Engineer*

Austin, TX

May 2013 - May 2015

- Wrote scripts to nightly aggregate mass blobs of digital coupon data from Inmar's proprietary DPN servers, parse it, and write it to locally controlled Mongo NoSQL database.
- Built a set of CORS enabled RESTful service endpoints using Node.js to allow client applications to query against the aforementioned MongoDB data set, enabling them to access the associated data in a much more efficient and structured manner.
- Developed a fully responsive front end web application, that allows users to view, clip and manage digital coupons from their desktop or mobile devices. Application is currently in production for dozens of well known retailers across the country.

### **Clarus Agency, LLC. (acquired by Inmar Inc.)**

<http://www.clarusagency.com>

*Senior Software Engineer*

Austin, TX

May 2013- January 2015

- Architected and developed multiple 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, RequireJS and Bootstrap.
- Setup and maintained scalable hosting solutions using a combination of Node.js and Nginx on company's own 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 U.S government (DARPA) funded project *Social Action Storm*: a unique browser based game that combines features from various modern social media sites. Created to test DARPA's own algorithms for analyzing online community patterns. 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 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.

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- Was one of two lead developers of the entirely asynchronous front-end portion of *Social Action Storm*, targeted specifically for modern browsers with HTML 5 and CSS 3 capabilities. Site included many custom 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.
- Created the client mobile library using Actionscript 3, which connects to the aforementioned RESTful API's through standard HTTP requests. Library also includes reusable components 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 competitive online Chess games against real life opponents. *Chess Chaps* is currently available for most Android and IOS devices, and has sold over 500 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 platforms including the HTML web application, Flex content management application, and Java Android mobile application, along with 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 tables.

## **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*.

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- One of the initial U.I architects and developers for Bancvue's first killer app, the personal finance manager [Kasasa 360](#). Designed and developed the desktop application using Adobe Flex 4 with AIR while implementing the Mate MVC framework.
- Wrote the deployment scripts for the *Kasasa 360* desktop application using Ant. Coded the front end 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 ColdFusion and Microsoft SQL Server coupled with front end XHTML and CSS.
- Contributed to the creation of three separate Flex web applications for corporate clients, including integration of the Cairngorm MVC framework to facilitate complex data exchanges.
- Built upon the company's open source and ColdFusion based content management system *BoomSocket*.

## Professional Portfolio

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<http://ioondemandcalculator.com/>

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

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

<https://snacksharesave.com/>

## Personal Portfolio

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<http://hypergalactic.net/>

<http://leaguechamps.net/>

<http://aristobotgames.com>

## Open Source

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

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

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