james rowen / software developer

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javascript / node / html / css / c# / c++ / sql / no-sql / git

summary

Experience designing and maintaining web applications on a variety of tech stacks, from small tools to business-critical SaaS products, most recently focused on the JS ecosystem. Ability to dive in and get up to speed quickly on new projects and technologies. Comfortable wearing multiple hats and working in cross-functional teams.

experience

Software Development Engineer   **2014 - 2016**
Yahoo   Sunnyvale, CA

➔ Designed and developed an internal analytics front-end using React, Redux, and D3.js.
➔ Developed mini javascript apps adding interactivity to search results (e.g. a mortgage calculator).
➔ Contributed to the next-gen card-based mobile search front-end.
➔ Helped administer the testing, hosting, and CI/CD pipeline for projects I worked on.

Software Engineer - Team Lead   **2012 - 2014**
Accruent   Austin, TX

➔ Quickly became a highly valuable member of the dev team of a successful enterprise SaaS product.
➔ Designed, developed, and maintained the most complex set of feeds and integrations implemented on the product.
➔ Committed code across the full stack of a large three-tier application - C#, HTML/CSS/JS, PL/SQL.
➔ Initiated and led a team of engineers tasked with supporting new client implementations and custom development requests.

Freelance Web Developer   **2011 - 2012**

➔ Designed and developed websites for local businesses (primarily Wordpress).
➔ Implemented and maintained custom eCommerce storefronts.
➔ Worked with clients to understand their requirements and create proposals.

projects

➔ My personal site is handwritten HTML/CSS/JS, utilizing responsive design and modern practices.
➔ DICOMbinator is a web app for annotating DICOM medical images with real-time communication and an intuitive interface. It was selected as the winner of the SXSW Interactive 24 hour hackathon in 2012. Developed with node.js and socket.io.

education

Bachelor of Science, Computer Science   **2007 - 2011**
University of Nevada   Reno, NV

➔ Minors in Mathematics and Digital Interactive Games.
➔ Worked in the Evolutionary Computing Systems Lab on AI for virtual Navy training scenarios.