

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 on 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 a next-gen rewrite of the 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 an integral 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

- [Tiles](#) is a visualization made using [p5.js](#), with a custom interface for creating a variety of patterns.
- My [personal site](#) is handwritten HTML/CSS/JS, utilizing responsive design and modern practices.
- [DICOMbinator](#), a web app for annotating DICOM images with real-time communication, was the winner of a SXSW Interactive 24 hour hackathon in 2012. Node.js with 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.