james rowen / software developer / austin tx

javascript / node.js / html / css / c# / c++ / python / sql / git / various

jamesrowen.me / jamesrowen@gmail.com / (775) 815-6767

strengths

➔ Learning - constantly curious, driven to acquire a diverse and deep knowledge base.
➔ Analysis - able to dig into problems, understand how they work, and develop solutions.
➔ Initiative - will identify processes that can be improved and take action to make that happen.
➔ Collaboration - effective listener, can understand and communicate with people of all types.

experience

Software Engineer (2012 - Present)
Accruent

➔ 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 - HTML/CSS/JS, C#, PL/SQL.
➔ Initiated and led a team of engineers tasked with supporting 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 needs and design proposals.

Undergraduate Researcher (2010)
Evolutionary Computing Systems Lab, UNR

➔ Worked in a lab developing AI for Navy virtual training scenarios.
➔ Implemented pathfinding and course navigation for boats in a physics-based simulation.
➔ Gained experience contributing to a Python/C++ code repository.

projects

➔ My personal site is handwritten HTML/CSS/JS/jQuery, utilizing responsive design and modern best practices.
➔ DICOMbinator is a web app for annotating medical (DICOM) images with real-time communication and an intuitive interface. Developed for a 24 hour hackathon, using node.js with socket.io.
➔ Scholarly Conduct is a 3D RTS/Sim game where the player builds up a university, and Sim-like students register, learn, and compete to bring prestige to their school (C#, XNA, Blender).

education

Bachelor of Science, Computer Science (2007 - 2011)
University of Nevada, Reno
Minors in Mathematics and Digital Interactive Games

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