Jamie Sparks
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Profile

IT professional who offers 4+ years of practical industry experience, with a broad knowledge of technology and has a mid-level skill set in web and software development. Possessing the skills to lead a team and lead own entrepreneurial endeavors (wear multiple hats). Ability to perform integration, increase software/web performance, produce cost savings and build software/websites from scratch.

Technical Skills

- **Operating Systems:** Windows DOS, 95, 98, 2000, XP, 7 (13+ years of usage), Linux (multitude of distributions, 5+ years of usage), Android
- **Programming Languages:** Java(proficient), C#, C(proficient), Ruby on Rails
- **Java Specific Technologies:** Maven, Spring, Apache
- **Virtualization:** Virtual Box, VMWare
- **Web Technologies:** ASP.NET, PHP(proficient), AWS, HTML, XML, CSS, JQuery, JSON, async AJAX, AngularJS
- **Scripting:** Bash, Python(prior experience) and Batch
- **Testing Tools:** Setup/Deployed Jenkins CI (Continuous Integration) software, JUnit/PhpUnit
- **Database Technologies:** MySQL, SQLite
- **Repository Tools:** Git, Bitbucket
- **Video Content Streaming Engine:** Wowza (Adobe RTSP/RTMP)
- **Private Repository:** https://bitbucket.org/forevercoding/

Work Experience

IntelliShopper, IgniteDev (WIP/NDA)　　Title: Developer/Architect　　Sept 2016 – Nov 2016
Project: Android application used to facilitate the process of purchasing products at various retail locations, by allowing the consumer to make an informed decision prior to purchase.
- Defined all project requirements : business, core functionality
- Designed the UI and defined its behavior (HTML, CSS)
- Created business model and attempted to monetize

SasS Canvas Notes, IgniteDev (WIP/NDA)　Title: Developer/Architect　　July 2016 – Aug 2016
Project: Dynamic note taking web application that incorporates a multitude of different note taking options.
- Designed the UI and defined its behavior (HTML, CSS)
- Defined all project requirements : business, core functionality, hardware and software
- Created business model and attempted to monetize

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Twitch.tv   **Title: Live Streamer/Developer**   **Sept 2015 – June 2016**
Project: Live streaming channel game whereby users can teach others how to use Linux terminal commands by breaking out (crashes/exploits) of a limited shell. The point of the project is for users to collaboratively "break" Linux in various different ways, watching it happen live. By typing a command that "breaks" Linux, that user will win the game. Link: twitch.tv/LearnLinuxLive

- Created another channel (twitch.tv/TwitchTerminal) that streamed Pokemon Stadium 2, where the users could type commands in chat and control the game
- Architected/coded the backend to process chat commands and send messages to the game's emulator window, insulated inside a virtual (hypervisor) environment
- Attempted to monetize the channels
- C, Bash, Linux

Camcast.it, IgniteDev   **Title: Developer/Architect**   **Jan 2015 – Aug 2015**
Project: I worked with a team of 2 (myself and another developer) to develop a live streaming project that allowed anyone to broadcast video online, utilizing a dynamic intuitive UI/live streamer search

- Designed the UI and software architecture backend for content streaming, business model
- Programmed a functional website and accompanying Android mobile app (Java) prototype
- Deployed the website on a test environment (remote virtualized server), providing support/maintenance
- PHP, JSON, XML, JQuery, HTML, CSS

Trustifi.com   **Title: Junior Full-Stack Web Developer** **July 22 2013 – Nov 2014**
Project: This software solution would store, Postmark (using NIST timestamps) and Track Email for clients. I worked on a team with another developer.

- Developed new features: PHP drag-and-drop for main dashboard, implemented Group user functionality, email folder CRUD functionality, programmed features to function properly on Android and added Linux performance improvements
- Setup and deployed continuous integration software (on small instance to generate cost savings) to run PHPUnit tests when new/updated code was committed to svn
- Setup new PHP Yodlee functionality to accept payments for certain banks
- Provided 24/7 tech support (consisting of: testing/development/migration) and performed full-site cross-browser testing, reported bugs/issues on Trac
- PHP, JQuery, HTML, CSS, Bash, MySQL, JSON, SOAP, Linux

Algonquin College Office of Applied Research External Client Projects Paid Co-op (NDA)
DLS vKey Management Console **Title: Software Developer**   **Mar 2013 to Oct 2013**
Project: I worked with a team of 4 to design and develop a Java software solution prototype utilizing an ESB (Enterprise Server Bus) implementation following Agile development methodologies – including SCRUM (SCRUM Master)

- Modified the on-device Linux boot process to include custom elements (C language)
- Developed a management console software system to control electronic devices (Java)
- Architected back-end message management solution using Spring Integration
- Developed use cases intended to define the design for the management console UI, using object oriented design principles (HTML, CSS)

IsoTrax   **Title: Programmer**   **May 2012 – Dec 2012**
Project: I worked with a team of 3 (using Agile) to develop an auto parts CMS solution prototype

- Created backend functionality/front-end web site to display/manage auto parts (Java, HTML, CSS)
- Implemented custom database schemas using a high-end scalable database to interface into

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Children's Hospital of Eastern Ontario   Title: Programmer   Mar 2012 - May 2012
>   **Project:** I worked with a team of 4 (using Agile) to develop a web-based application prototype documenting patient medicine information
> - Implemented new front-end UI forms and added new functionality to the backend web framework (HTML, CSS, Python)

National Resources Canada   Title: Programmer   Jul 2011 – Sept 2011 Apr 2012 – Nov 2012
>   **Project (2 phases):** I worked with a team of 5 (using Agile) to develop an Android application-based prototype solution to facilitate the Geographical Information System data entry process
> - Implemented database schemas, interfaced with SQL database and implemented UI concept into Android application (Java)
> - Implemented backend phone GPS functionality to record geologist locations

DawnSuite/EventDawn   Title: Programmer   May 2011 - Dec 2011 Jan 2012 – Mar 2012
>   **Project (2 phases):** I worked with a team of 3 (using Agile) to develop an Event Management System CMS prototype using Ruby on Rails
> - Implemented UI concepts into the website front-end and worked on backend system features (HTML, CSS)

The Bauhub   Title: Programmer   Nov 2010 – May 2011
>   **Project:** I worked with a team of 2 (using Agile) to develop a Ruby on Rails web application VSS (Video Storage Solution) prototype
> - Architected the solution utilizing the MVC model
> - Developed front-end web pages/backend features to manage/display video content (HTML, CSS)

Education

John McCrea Secondary School   2005 - 2008
- High School Diploma
- Outstanding Achievement: Computer Science ICS3M John McCrae SS   **2007**
- Outstanding Achievement: Computer Science ICS4M John McCrae SS   **2008**

Concordia University   2008 - 2009
- Computer Science – Software Systems

Algonquin College of Applied Arts and Technology, Ottawa   2009 - 2012
- Computer Engineering Technology – Computing Science with Co-Op - Advanced Diploma Program, Dean's List