

Jay Thomas

(An up-to-date copy of this resume's source code
can be found at <https://github.com/jaythomas/resume>.)

I'm fortunate that I get to do what I love as my career. My aim is to be employed by a company that values the quality of their software and allows me to be proactive in integrating the best tools for the job.

Guiding Principles

- **Innovation in my ideas.** I'm always trying out new things and working to keep my toolset sharp.
- **Thoroughness in my code.** One of the most important parts of writing code is feeling proud that what you've written not only does the expected behavior, but goes beyond the here and now. Test-driven development is one example of this. I often set a high standard in my tests, forcing myself to account for all the many ways a user can break the code.
- **Cooperation with my team.** I like to know that I'm working with standardized practices and design patterns. It's nearly impossible to be successful when developers are not on the same page with design concepts. For example, I like to use the principles of [The Twelve-Factor App](#) for web application platforms and [semVer](#) for my versioning.

Experience

Full stack developer and engineer, Dorsata Inc. (2 years)

- Migrated code from jQuery/AngularJS to Vue.js.
- Migrated frontend from rails 3 to webpack with babel.
- Built open source tools to ease developers with migrating legacy JS code.
 - [vue-state-tree](#) - A lightweight yet scalable state management solution that leverages Vue's observability engine.
 - [angular-initializer](#) - An AngularJS library that enables building efficient source trees with ES modules and allows rapid unit testing without tons of boilerplate in your spec files.

Full stack developer and engineer, ChartIQ (2 years)

- Developed canvas-based [charting software](#), and helped formalize development processes around the product.
- Improved stability and performance on a NodeJS backend with high velocity cryptocurrency trading.
- Migrated legacy applications from AngularJS to Vue.
- Instilled automated testing and code coverage in products company wide.
- Provided consulting for business clients, building multi-chart integrations and dashboards for companies such as [eToro](#).
- Provided developer training and mentoring.

Full stack developer and engineer, SingleComm LLC (2.5 years)

- Built the company's flagship web application using technologies such as AngularJS, Webpack, and WebRTC.
- Lead developer in a team of 7, responsible for delegating tasks and ensuring code quality.
- Helped build the backend API layer using technologies such as Ruby on Rails and Lua for a unique, high-performance, and low-latency RESTful server.
- Created a roadmap for transitioning the web application from AngularJS to Angular.
- Designed and scripted processes for continuous integration and continuous deployment.

Web designer, freelance (3 years)

- Designed websites based on client specifications with tools such as Drupal, Wordpress, Ruby on Rails, JQuery, and Sinatra.

System administrator, Network Techs Inc. and Tailored Data Solutions LLC (6 years)

- System administrator and devops for small businesses.

Tools and Frameworks

- JavaScript/NodeJS – Webpack, Babel, Vue.js, Express, Apollo GraphQL, AngularJS, React, mobx/mobx-state-tree, Gulp, ES6+, ESLint, Highcharts, D3, JQuery, Typescript, Gulp, CoffeeScript
- Testing frameworks - Jest, Cypress, Ava, Cucumber, WebdriverIO, Karma, Jasmine, Rspec
- Ruby – Ruby on Rails, Active Record, Active Merchant, Sinatra, Rubocop
- Elixir – Phoenix, GenServer
- Rust – Actix, Diesel, Juniper
- Styling – Bootstrap, CSS3, SASS and LESS
- Cloud services – Amazon AWS, Heroku, Digital Ocean
- NoSQL – Redis, Amazon Elasticache, BDM
- SQL - PostgreSQL, MariaDB
- GNU/Linux – My daily driver for my desktop and servers. I have experience in wide variety of Systemd and SystemV-based distros, including some shell scripting.
- VMs – Docker/Docker Compose, Vagrant
- Lua – Openresty, MoonScript, Love (Box2D-based engine)

Fun Side Projects

- **HestiaPi** - Open source smart thermostat I designed the UI for and some of the hardware.
- **learn2love** - A book I've written for beginners on how to program with Lua and write games.
- **Junkyard Brawl** - Card game I designed, this is a node module implementation of it.
- **Learning programming languages** - Occasionally I go down a rabbit hole trying out a new language. I've done coding challenges in everything from Lisp, to C, to Z80 and 6502 assembly.
- **Retro game development** - Ask me about my NES and Genesis games.
- Brewing Kombucha!

Location: Midlothian, VA, USA

Github: <https://github.com/jaythomas>

CodeWars: <https://www.codewars.com/users/jaythomas>