# Jesse Earle

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*Polyglot software developer with experience building full stack web applications and native mobile applications specializating in service-oriented architectures and single purpose modules.*

**Languages** Objective-C, JavaScript, Swift, CSS, HTML, Stylus, Jade

**Frameworks** ObjectiveSugar, Lockbox, FBSDKCoreKit, FBSDKLoginKit, Adjust, AFNetworking, Alamofire, PromiseKit, OCMapper, RestKit, Ember, AngularJS, Node.js, Express, Mocha, Chai, Browserify, Gulp

**Databases** Postgres, MySql, Mongodb

# Work History

#### Consulting (12/2015 - Present)

*Goldman Sachs*

**Gulp**

* Developing a firm wide build tool for their internal frontend JavaScript products.

#### Consulting (09/2015 - 11/2015)

*Shutterstock*

**Sinatra, PayPal API**

* Built their internal PayPal Express Payment API for their Sinatra based e-commerce payment gateway.

#### MallHawk, Inc (09/2014 - 09/2015)

*Software Engineer/Lead iOS Developer*

**ObjectiveSugar, Lockbox, FBSDKCoreKit, FBSDKLoginKit, Adjust, AFNetworking, Alamofire, PromiseKit, OCMapper, RestKit**

* Built version 1 of I Wanna, a location based application that suggests where to go and offers discounts at participating vendors along the way.

**Ember, Ember CLI**

* Built version 1 of MallHawk. A marketplace for local vendors to compete with online retailers in an automated reverse auction.

#### Consulting (07/2014 - 07/2015)

*People Tools*

**AngularJS, Node.js, Gulp, Browserify, WordPress**

* Built SOA on top of WordPress JSON API.
* Built SPA with Angular to interact with WordPress JSON API.

#### Consulting (03/2014 - 09/2014)

*High5Games*

**AngularJS, Node.js, Mocha, Chai, Gulp, Browserify, WordPress, Bootstrap**

* Built API for filtering, sorting, and searching game data.
* Built API driven web UI for filtering, sorting and searching game data.
* Built UI framework for serving ads.

#### Shopbeam (03/2013 - 03/2014)

*Senior Software Developer*

**AngularJS, Browserify, Node.JS, Express, Stylus, Jade, Sequelize, Postgres, Redis**

* Built infinite scrolling dashboard for content publishers.
* Built AWS S3 Node.js module for streaming and storing images on S3.

#### Consulting (06/2013 - 09/2013)

*Philosophy IB*

**AngularJS, Python, Django, D3.js, Neo4j, Bootstrap**

* Built SPA dashboard.
* Built data visualizations into dashboard.
* Built REST API server.

#### Consulting (05/2013 - 07/2013)

*Her Life, Her Legacy*

**WordPress**

* Built website.

#### Consulting (04/2013 - 06/2013)

*Anviro Contractors*

**Wordpress**

* Built website.

#### Propeller Communications (09/2012 - 03/2013)

*iOS Development Manager*

**Objective-C, Node.JS, Express, Mocha, Stylus, Jade, NGiNX, Redis, MongoDB, Ruby, Padrino, CSS, HAML, MySQL**

* Managed small team of developers.
* Estimated scope, assigned tasks and consulted with clients.
* Built content dissemination iOS application and web portal.
* Built point of sale iOS application and web portal.

#### ICC Lowe Thermal (03/2011 - 09/2012)

*Senior Software Developer*

**Objective-C, Ruby, C#, MonoTouch, Surface 2.0 SDK, Express, RoR, CSS, HAML, JSON, MySQL**

* Built multiple content dissemination playlist iOS application using Cocoa and MonoTouch.
* Built a 4 player touch table game for the Microsoft Surface (now called PixelSense).
* Built multiple websites and e-detailers.

#### Consulting (08/2012 - 12/2012)

*Soleil Events*

**Slim, Bootstrap**

* Built CMS and website.

#### Consulting (04/2012 - 06/2012)

*Jamie Faletti*

**JavaScript, HTML, CSS**

* Built website.

#### Consulting (11/2012 - 5/2013)

*Enlighten Next*

**JavaScript, HTML, CSS**

* Built templates & website.

#### Consulting (05/2012 - 06/2012)

*Music Architects*

**SoundManager2**

* Built music player.

#### Enterprise Systems & Services, Rutgers University (03/2010 - 03/2011)

*Software Developer*

**Dojo, Java, SpringMVC, Oracle**

* Built Rutgers' frontend Undergraduate Admission application.

#### Chromecell (09/2009 - 03/2011)

*Programmer*

**Python, wxPython, COM**

* Built cell line lineage tracker for the robotics department.

# Open Source

### [JETableView](https://github.com/jearle/JETableView)

**Objective-C, UITableView**

* A block based table view for iOS.

### [Cordova App Skeleton](https://github.com/jearle/cordova-app)

**Cordova, Express, Angular**

* A Cordova App Skeleton used for cross platform Angular 1/Express application development.

### [Dragonslayer](https://github.com/jearle/dragonslayer)

**Gulp, Babel, Browserify, JSDom, Mocha, ESLint**

* A build tool for cross platform JavaScript development. Using JSDom, Babel's ES2015 plugin and Browserify I'm able to build, test and lint my JavaScript projects both in the browser and on the server. This includes running and testing frontend framework code (such as Angular/Ember/React) in the Node.js runtime via JSDom.

#### [Jada](https://github.com/jearle/jada)

**Node.js, Mocha, Chai, Gulp, Browserify**

* Jada is a simple, lightweight library for storing data. It does not update localStorage, nor does it provide hooks for syncing data to a server. It simply gets and sets data, and provides hooks for listening to when data has been set both before and after.

#### [Mak Edit](https://github.com/jearle/mak-edit)

**Angular, Ace, Browserify, Marked**

* A simple embeddable widget for writing markdown documents with a live preview for the ouput html.

#### [rjson-search](https://github.com/jearle/rjson-search)

**Node.js, Mocha, Chai**

* A recursive JSON search for words anywhere within the structure.

#### [Jobject](https://github.com/jearle/jobject)

**CoffeeScript, Mocha, Should**

* A class that adds properties to your class that are easily overriden and maintain direct accessors. Similiar to objective-c @property and @synthesize.

#### [File Downloader](https://github.com/jearle/file-downloader)

**Java**

* A simple asynchronous file downloader written in Java.

# Education

*Rutgers, The State University of New Jersey (2006-2010)*