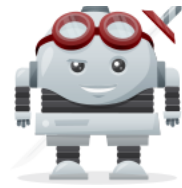


Jeffrey Biles

<https://github.com/jeffreybiles>



staunchRobots
WE MAKE RAILS APPS

OBJECTIVE: To code beautiful and maintainable rails apps that are useful to others.

Skills: Ruby 1.9, Rails 3, Coffeescript, Git / Github, Heroku, Command Line Unix, Canvas, jQuery, HTML, CSS, HAML, SASS, Python, Scraping, Nokogiri, Active Record, User Experience Design, User Authentication Systems with Devise, 3rd party API integration with Facebook, RSpec, Capybara, Cucumber.

* Most of above skills were learned on the fly due to them being needed in a project, then honed over time. The same process may be applied to any skill that is needed.

TOP PROJECTS : a small sample of my work experience.

The Bat Cave (in development): A custom storefront displaying comic books and gaming items. I am responsible for creating the user experience, automatically populating the store with data from the web, and providing an interface to store custom data.

Tribulate (<http://tribulate.herokuapp.com>): Designed and executed interactive text adventure using rails. Included custom CMS, multiple authentication systems, a logging and cheat prevention system, and multiple complex interacting elements.

Selection of smaller projects (<http://jeffreybiles.com>): Note the expanding text on the front page, as well as the list of games I have made as side projects. Integrated with google analytics.

LEARNING: I want my code to always be better than it was yesterday.

- 2010-2011 Did coursework for a computer science minor from Hendrix College (a private, selective college in the USA) in only 1 year.
- At least half a dozen hours a week listening to programming podcasts and watching programming webcasts
- Completed most courses on codeschool.com <http://www.codeschool.com/users/jeffreyBiles>
- Participated in Ludum Dare, a 48-hour code challenge
- Favorite book - Design patterns in Ruby by Russ Olsen.