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FULL-STACK SOFTWARE DEVELOPER WITH 9+ YEARS EXPERIENCE

Areas of Expertise

Object-Oriented Design C++, Java, Python Rapid Prototyping Event-Driven Applications HTML5, JavaScript U.I. Development Model-View-X Architectures Git, SVN, Unix Data Visualization

Experience

Freelance Software Developer (Jan. 2010 - Present)

Developed bespoke mobile, web, and desktop software products for diverse client base including software development companies, exhibit design firms and interactive media studios

- Developed mobile applications for Android and iOS using popular frameworks and tools
- Designed and developed software for large scale interactive installations using C++ and Java
- Collaborated with distributed teams using Git, JIRA and Slack
- Developed data visualization software leveraging popular JavaScript libraries

Technologist, Upswell (Feb. 2015 - Jan. 2016)

Developed software for OSX, iOS and the web

- Developed in-house analytics web application using Python,
 Django InfluxDB and HTML5
- Integrated sensor technologies for real-time consumption and analysis of data streams
- Developed animated news and event displays using Java and Heroic Robotics LED arrays
- Developed interactive installations using OSX and iOS frameworks

Lead Developer, Second Story Interactive (Aug. 2007 - Jan. 2010) Developed award-winning interactive web applications, installations and exhibits for museums and cultural institutions throughout the U.S.

- Developed the company's go-to MVC application framework for building interactive touch-screen software
- Built test harness software designed to simulate user input over extended periods to gather cpu usage and memory metrics
- Led research and development efforts by conducting feasibility studies against new technologies for company-wide adoption