Julian L. Hartline

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OBJECTIVE

I'm currently pursuing my own ventures and I am primarily interested in networking and business opportunities.

SUMMARY

I'm a skilled and passionate developer that thrives in a collaborative work environment focused on efficiency, productivity, and excellence. I'm particularly talented in graphics, algorighms, user interfaces, and code architecture. I learn frameworks and languages quickly, have good communication and organizational skills, and take personal interest and pride in my projects.

SKILLS

Mastery

Languages	Java, JavaScript, SQL, XSL, HTML, CSS, Less, Python, BASH, C
Frameworks	jQuery, Backbone.js, Require.js, jQueryUI, Play, NodeJS, NWJS, Arduino, Jekyll
Tools	SVN, Git, Intellij IDEA, DB Visualizer, JDB, Eclipse, Firebug, Webkit Inspector, VIM
OS	Linux, OSX, Windows

Proficiency

Languages	PHP, C++, OpenGL, Objective-C, Lua, Assembly
Frameworks	Spring, JPA, Swing
Tools	Gimp, Photoshop

Familiarity

AWK, Prolog, Ruby, ML, PERL, LaTex

I pick up new skills and languages as I need them for my projects.

EXPERIENCE

Reflowster *Founder and President - http://www.reflowster.com* April 2014 - Current
Reflowster started as a Kickstarter in April and raised $15,000, 150% of our goal in a month. Eight months later, we delivered our product almost a month early to our backers. In the following months, we've coordinated with manufactureres and retailers to get Reflowster out to as large an audience as possible. As the primary founder in a two-man operation, I've been instrumental to every aspect of my company's work including all of the website code, all of the product code, circuit board design, product design, testing, assembly, marketing and PR, customer service, and managing finances.

Atypon Systems *Front-end Senior Software Engineer*   May 2010 - March 2014

2010 - 2011 (Software Engineer) CMS web platform written in Java. Frontend written in JSP and XSL. Some minor client side in JavaScript. I was involved in feature design, prototyping, development, bug fixes, enhancements, redesigns, and refactorization. Drastically improved the workflow of myself and other developers working on this project through a series of Python scripts to perform routine tasks.

2012 - 2014 (Senior Software Engineer) Designing and developing a sofisticated, AJAX heavy, web application using BackboneJS, RequireJS, and jQuery UI. The backend is written in Java using Spring and Hibernate in multiple Maven modules. Primary developer on the migration script to convert a new client's site to be compatible with the new system.

Vorpalware *Java Developer*	May 2008 - August 2008

2008 Spent the summer converting a small company's Swing application using a XML datastore over to using a SQL-based datastore.

EDUCATION

Bachelor of Science, Computer Science, May 2010 with Honors
Illinois Institute of Technology, Chicago, IL

PROJECTS

Podbase *http://www.podbase.net*   2007 - Present

2007 - 2010 Written in PHP, Podbase allows researchers to publish their data alongside the metadata easily and effectively. The key features included image upload and retrieval, metadata editing and lookup, a feature-rich AJAX image browser, image adjustments (brightness and contrast), and image measurements based on the scale bars placed on an image.

2010 - Present I ended up rewriting Podbase in Java using ImageJ library. The new implementation of Podbase stripped away some of the features that were not being used in beta testing and added some better infrastructure for handling the common tasks. This version is still under development and is available on my Github account.

Personal Website *http://www.julianhartline.com*   2005 - Present

2005 - 2010 In the early years my website primarily served as a testbed for my various PHP projects. I hand rolled various featues such as a forum, guest book, content publishing system, and user uploaded content. After the core functionality was in place it became a place to host my various Flash and Java projects which consisted mainly of graphical and physics demos available either as SWFs or applets.

2010 - 2014 At the end of college, I repurposed the site as a web portfolio for some of my more complete programming projects writtin in Java and C++. The site is not particularly maintained and I have yet to spend any serious graphic design effort on it, however it does very well provide an accessible place for my resume and projects.

2014 - Present Redesigned and now running on Jekyll, my personal website continues to serve as a personal portfolio.

Github *https://github.com/julianh2o*   2009 - Present

2009 - 2011 The early code on my Github consists primarily of C++ games written entirely from scratch using OpenGL. The goal of these projects was to take the time to work through on my own the problems that most game engines end up solving for you. As such, these projects remained in a somewhat fledgling state and focused on proof-of-concept rather than polished products.

2012 - Present More recently, my Github account has been a useful tool in collaborating on projects with my peers as well as getting some of my smaller pieces of code such as JavaScript libraries up in a place that they can potentially be used by others. Podbase itself eventually made it to my Github account and its presence there has been a big motivator for cleaning up and documenting the code.