

# BJORN BORGONIA

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## SKILLS

- Strong understanding of JavaScript and deep experience with a number of JavaScript frameworks including React and Angular.
- Many popular Server Side Web Frameworks including Hapi, Express, Rails, Gorilla, and Phoenix.
- Many Web software testing frameworks including Jasmine, Mocha and Lab.
- Many popular SQL and NoSQL databases such as Postgres, Cassandra, and DynamoDB.
- Some native development languages such as Objective-C and C++.
- Containerization with Docker, rkt and Kubernetes.
- Some deployment tools such as ansible and chef.
- Many Penetration Testing tools from Kali such as metasploit and nmap.
- Obsessed with tests, shell scripts, and automation.

I am a passionate and experienced web application developer looking for a role that will allow me to leverage my skills improving site reliability, infrastructure management, deployment and designing scalable infrastructure.

## EXPERIENCE

### GOMA GAMES — SR. SOFTWARE AND SYSOPS ENGINEER

03 2011 - PRESENT | HONOLULU

Architects, secures and maintains all automation processes and infrastructure for digital products and services.

### DEV LEAGUE — CURRICULUM DESIGNER AND LEAD INSTRUCTOR

03 2013 - PRESENT | HONOLULU

Develops curriculum, facilitates courses, trains program instructors, and lectures on specialized subjects such as frontend frameworks, best practices, and application deployment, for the full-stack web application development bootcamp.

### CIRCAVICTOR — SR. SOFTWARE, SYSOPS, NETWORK SECURITY

02 2017 - 04 2017 | WASHINGTON D.C.

Developed microservices, data translation/migration tools, educated and enforced network security measures and deployment workflow.

### WEBMOCHA — SR. SOFTWARE ENGINEER

01 2016 - 02 2017 | SAN FRANCISCO

Developed microservices, REST APIs, Single Page Applications, and enforced test driven development for enterprise grade solutions.

### HUMANHAND — CTO, SR. SOFTWARE ENGINEER

08 2008 - 09 2015 | HONOLULU

Created and trained a web team to build content management systems and e-commerce web applications.

### TEAM VISION — SR. SOFTWARE ENGINEER

01 2006 - 08 2008 | HONOLULU

Developed e-commerce web applications, enterprise web solutions, and interactive marketing websites.

## EDUCATION

### AMAZON WEB SERVICES

06 2016 AWS Certified Solutions Architect Certification

06 2016 AWS Certified Developer

### HAWAII PACIFIC UNIVERSITY

06 2010 Management of Information Systems

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## AWARDS

- DevLeague ranked top ten 2017 Coding Bootcamps Switchup
- NASA Space Apps Honolulu Site Hackathon Winner 2017
- Node Knockout Global Hackathon Winner 2017
- AT&T Statewide Hackathon Winner 2016
- DevLeague ranked top twenty 2016 Coding Bootcamps Switchup
- Awarded with 2 Pele Awards for client-side UX in 2008

## PROJECTS

### ENTERPRISE CLOUD PROVIDER (ALIAS)

2016 - 2017 | WEB MOCHA

- Wrote microservices as part of a large Infrastructure Management System for an Enterprise Cloud Provider.
- Contributed to a React frontend UI for the Infrastructure Management System.
- Wrote dockerfiles for the deployments of several microservice components and the React UI for the Infrastructure Management System.
- Wrote tests for Go, React, and Express projects.

### AIRSHIP CMS

2013 - 2017 | GOMA GAMES | AIRSHIPCMS.IO

- Set up scalable and highly available infrastructure for web deployments.
- Configured web security standards.
- Architected Auth0 integration for all users on the system.
- Wrote a command line deployment tool in Haxe to C++.
- Set up scalable and fault tolerant message queue based jobs and workers.
- Wrote several internal tools to help with internal testing on alpha and beta environments.

### SAFWORD

2017 | ANGELHACK HACKATHON WINNER | SAFWORD.AIRSHIPCMS.IO

- Built an Amazon Alexa Skill to interact with a serverless API.
- Serverless API communicates with a Raspberry Pi.
- Wrote a daemon to run on Raspberry Pi to capture video and upload to S3 in golang.

### NEON RIOT

2017 | REACT RIOT HACKATHON | NEONRIOT.ZONE

- Built a Retro Synthwave-inspired wallpaper generator with server side rendering using NextJS, React, and svg.

### GO 90S LIBRARY

2017 | GOMA GAMES

- Built an open source golang library [github.com/theRemix/go90s](https://github.com/theRemix/go90s)

### NINETIES NAMER SERVICE

2017 | GOMA GAMES | 90S.FUN

- Built a hashed name generator API service that uses the go90s library
- Built an interactive frontend that demonstrates the Nineties Namer Service with VueJS

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## PROJECTS

### UNICORNS VS. DRAGONS

2017 | NODE KNOCKOUT HACKATHON WINNER | DRAGONS.GOMAGAMES.COM

- Built a mobile real-time multiplayer game using Angular2 and websockets using Golang.

### CIRCA VICTOR

2017 | CIRCA VICTOR

- Wrote and deployed microservices to manage big data sets.
- Set up infrastructure to handle and serve big data.
- Set up internal services for developers to deploy internal projects.
- Wrote an inferno UI for one of the microservices that performs custom big data queries, dumps the data in an AWS S3 bucket, and provides a link to download the results.
- Wrote a CSV transposing tool in Go and Elixir.

### MICROMANAGER

2016 | AT&T HACKATHON WINNER

- Built a mobile app with IOT device real-time updates
- Used React
- Integration with M2X time-series database

### SPAWN HERO RPG

2016 | GOMA GAMES | SPAWN-HERO-RPG.GOMAGAMES.COM

- Built a game development engine and deployment platform to teach children how to code
- Used HaxeFlixel
- Used Firebase

## WORKSHOPS / COMMUNITY

### WEB DEVELOPMENT & DEV OPS

- 07 2017 Creating an "MVP" Training Workshop (Organizer & Presenter)
- 01 - 04 2017 Monthly training sessions on Networking & AWS (Presenter)
- 05 - 06 2017 Training sessions on Docker (Presenter)
- 08 2016 Extreme Web Performance Optimization (Presenter)

### GAME DEVELOPMENT / STEM

- 2015 - 2017 Global Game Jam Hackathon (Organizer)
- 2013 - 2016 Developed & Instructed Summer Tech Program at La Pietra
- 2013 - 2016 STEM Conference Game Development Workshops (Presenter)