

Michael Harrington

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My Mission:

I am a code poet, more formally known as a software developer. I help people discover what software can do for them, and then I write the code to make it happen.

My Education:

Ferris State University Grand Rapids
Digital Animation and Game Design, B.A.S.

My Ideal Work Environment:

- Presented with technically interesting problems
- Continually pushed to learn new languages, techniques, and practices
- Surrounded by people who care about what they're doing

My Principles:

- Find out what the customer *actually* wants
- Transparency and communication
- Test religiously

My Favorite Languages:

- C#
- Ruby
- ActionScript 3
- C/C++
- Objective-C

My Favorite Tools:

- MacVim
- Balsamiq Mockups
- Fireworks
- Photoshop
- Git

My Work History:

- 2008 - 2009: Kelley Ground-Air Expedite
At Kelley, I maintained C# mission-critical business applications and helped bootstrap basic development principles.
- 2009 - Present: Atomic Object
At Atomic Object, I work with a variety of interesting customers on projects ranging from web applications to embedded device testing to mobile applications.