

This is in response to the Front End Developer/ MEAN Stack Angular 2 developer position which I believe I am uniquely qualified for. I would like to submit my resume for consideration. I have developed my communication, and development skills while employed by many of the top companies in southern California. This has allowed me to build bridges between diverse departments, work and collaborate with great people including fellow co-workers and senior personnel. I have also taken the time to cultivate a well-rounded understanding of interactive media, UX/UI development and Web Application programming that I believe will be beneficial to the needs of the organization and our end users.

I have 6+ years of experience in Web Application development, programming, Multimedia Design, and Internet architecture. Along with a thorough understanding of the software development life cycle, quality assurance, and systems analysis and design via my work experience and my continued education with San Diego City College as a student in the Game Art and Design and Computer Sciences degree programs. I'm sure you will be able to utilize my development skills and knowledge of modern web application libraries, platforms, and frameworks. I am an experienced Angular 6 developer, using Angular material UI along with the Angular/CLI build process to ensure accuracy, quality, testability and usability of upcoming and existing Web Application projects. I am confident that my knowledge of interactive media production along with my passion for Internet technologies and gaming will be of great value.

I would like to request a few moments of your time to discuss my qualifications and highlight my skills for this position. If you have any questions in the meantime regarding my experience or resume, please do not hesitate to call.

Best Regards,

Kris J Winbush
(619) 248-6886
kris.winbush@gmail.com
<https://github.com/kriswinbush>

Kris Jermaine Winbush
8562 Lake Bluffs Circle
Spring Valley, California 91977
(619) 248-6886
Kris.Winbush@gmail.com
<https://github.com/kriswinbush>

OBJECTIVE

Progressive Web Application developer seeking an opportunity to develop next generation applications using emerging web technologies.

LANGUAGES

- ES6
 - Object Oriented JavaScript
 - Design Patterns
 - Generators
 - Promises
 - Async/Await
- HTML5
- Typescript
- RxJS
- NativeScript
- DOM
- CSS 3
 - CSS-Grid
 - Flex-Box
 - SASS
 - Stylus

WEB APIS

- Notifications
- WebSockets (socket.io)
- WebRTC
- IndexedDB
- Service Worker
- Fetch
- Cache
- Observables
- Subjects
- REST api services using Nodejs, and Express.js
- GraphQL
- Web Assembly

HTTP SERVERS

- Node.js
 - Express.js
 - Mongoose
 - MongoDB Node.js Driver
- NGINX
- Firebase realtime database/firestore

PLATFORMS

- AEM CQ5 CMS
- WordPress CMS

FRAMEWORKS

- Angular 6 with NgRx
- Ember 2
- React/Redux
- Stencil.js

UI LIBRARIES

- Angular Material
- Material-UI (React)
- Bootstrap
- Foundation
- D3.js
- Ext.js
- leaflet/mapquest.js

CERTIFICATES

- **Certificate of Completion: M101JS: MongoDB for Node.js developers**
 - education.mongodb.com
- **Certification of Achievement: Programming - 6/2013**
 - San Diego City College
- **Microsoft Certified Professional – 12/1999**
 - Microsoft
- **Certificate in Graphic Production - 1996**
 - Regional Occupational Program
- **Certificate of Multimedia Production - 1999**
 - Summit Career College

ACHEIVEMENTS

- Progressive Web Application development using Html5, ES6, CSS3.
- Designing web application interfaces focused on user interaction.
- Using MEAN Stack to Architect modern Web Application scaffolding.
- REST api services development Using MongoDB, Node.js and Express.

- UX/UI design, planning and development.

COURSEWORK

- Web design and development
- Game design using Unity 3D, 3D Studio Max, and Flash
- Game design for advertising and education using Virtools.
- Audio production using M-Audio Pro Tools software.
- Video editing with Apple Final Cut Pro software.
- 3D Modeling and animation using 3D studio Max.
- Multimedia production

CONTRIBUTIONS

- Team player with a positive attitude capable of working well under pressure.
- Ability to troubleshoot problems, interpret, document and solve complex issues.
- Self-motivated, thrive on meeting and exceeding expectations.
- Well organized, punctual with a strong work ethic.
- Able to strategically plan, multi-task and complete assignments on time.
- Excellent written and verbal communication skills.

SOFTWARE

TOOLS <ul style="list-style-type: none"> • DevTools • Postman • Lighthouse 	GRAPHICS <ul style="list-style-type: none"> • InkScape • Gimp • Adobe CS 	VIDEO <ul style="list-style-type: none"> • Final Cut Pro • Sony Vegas Video
SCAFFOLDING <ul style="list-style-type: none"> • Git • Angular-cli • Ember-cli • Webpack • Yarn • NPM 	WEBGL <ul style="list-style-type: none"> • Three.js • Babylon.js • Canvas api • Unreal 4 • 3D Studio Max • Unity 3D 	EDITOR <ul style="list-style-type: none"> • Notepad ++ • Sublime Text • Atom • VSCode • WebStorm

PROTOTYPE/Portfolio

Simple WebGL Example

Angular 6 | WebGL API | CSS

<https://github.com/kriswinbush/ngwebgl>

PSN Safety Progressive Web Application platform

Angular 4 | Material 2 | Work-box | NgRx-Store | CSS Grid | Flexbox | SASS | ES6
Repository available upon request for code review.

<https://www.100khz.us>

React | Material-UI | Mob-X | service worker | CSS Grid | Flexbox | SASS | ES6

<https://github.com/kriswinbush/reactchat>

<https://connectqa.millenniumhealth.com/v1/index.html>

Angular 2 | Angular Material 2 | SW-Toolbox | CSS Grid | Flexbox | SASS | ES6

<http://www.livewellsd.org/>

AEM CQ5 CMS | ExtJS | JCR | Sling | JSP | HTML 5 | CSS 3 | ES5

Prototype MEAN Stack Application for Inform Learning System

Angular 1 | Node.js | Express.js | NGINX | MongoDB | CSS | HTML5 | ES6
UX/UI design and prototype of Edmin.com's next generation Web Application platform. Web Application architecture using MongoDB, Node.js, Express, Angular.js and Nginx allowed a full JavaScript stack for development. Node.js REST API for the Angular client application to consume REST API connected to MongoDB collections. Design a database schema for MongoDB. Design and developed User Experience from static HTML provided by UI designer. Craft user interactions in Angular.js, using twitter bootstrap/Angular-UI, Flat UI, Tweenmax.js, JQuery, and a number of other libraries.

<http://www.lawnczar.com/>

Server-side programming using PHP, and MySQL, being accessed by JavaScript AJAX calls. Client side programming is HTML5, CSS3 and JavaScript which also incorporating Google maps API v3 and HTML5 Geo-location along with HTML5 canvas API for user interaction. This is in the very early stages of development.

WORK EXPERIENCE

11/15/2021 - 05/25/2023 Mindera Software Craft - Senior Front End Developer

Angular/Reactjs

- Participate in the Development of Angular UI components for AmWell Converge Video Conferencing application.
- Develop and modify Nestjs/Nodejs microservices for front end integration.
- Integrate ContentfulCMS GraphQL database into Nestjs Microservices.
- Participate in daily stand ups to discuss user stories and development commitments with the team.
- Perform code reviews for team members.
- Develop and/or update unit tests for angular components.
- Develop and run integration tests for web applications entering the ci/cd pipeline.
- Develop and update Reactjs application for 2k Games.
- Expand Reactjs Applications with new functionality bases on user story requirements.

06/10//2019 - 10/30//2020 Teradata Corporation UI Platform Engineer

- Develop Angular UI components for the Teradata Covalent UI library used throughout the Teradata organization for Web application development.
- Participate in daily stand ups to discuss user stories and development commitments with the team.
- Develop and/or update unit tests for angular components.
- Develop and run integration tests for web applications entering the ci/cd pipeline.
- Participate in meet ups and lighting talks about front end development with Angular.

07/2018 - 3/2019 Verizon Angular 5 / 6 Developer (6 mo contract)

Angular 5 / 6 | NgRx | MapQuest.js | D3 | Stenciljs | Flex-box

- Build and integrate Stencil.js web components in angular 5 web application to extend Verizon UI library.
- Develop and integrate user story features into Vision Zero Intersection Safety Analytics web application.
- Refactor node.js API code to better leverage ES6 and asynchronous javascript for api calls to SQL database.
- Implement NgRx state management and Angular 6 PWA application shell architecture to facilitate migration of POC to scalable production ready code.
- Design and Develop intersection builder web application using mapquest.js apis to aid intersection onboarding for Vision Zero web application.

02/2018 - 05/2018 Duke University / React Developer (3 mo contract)

Remote

React | Redux | CSS | Dev Express UI Grid | Javascript

- Create React Containers, Pages, and components to visual UI design.
- Participate in daily scrums to effectively communicate user story progression.
- Implement HOC from 3rd party libraries with React framework.
- Use Redux to implement state management within React.
- Implement Redux Saga's with actions and reducers to implement async API calls.

09/2017 – 12/2017 Sony Electronics, Senior Web Developer (3 mo contract)

Angular 4 | Material 2 | ES6 | NgRx store | CSS-Grid | Flexbox | SASS

Rancho Bernardo, California

- Responsible for Initializing 'Green Field' development of the PSN Safety groups suite of web applications using Angular 4.
- Implement Reactive Forms to capture user input and perform asynchronous field and form validation.
- Develop custom Angular form validators for asynchronous field and form validation.
- Develop processes for development, building and deployment of PSN Safety Groups Progressive Web Application using Angular/cli, Node, NgRx Store, and Material UI.
- Leveraged the Angular 4 framework, HTML5 and SASS CSS preprocessor to create route, feature, and component modules, directives, and event driven services using Typescript, RxJS and ES6.
- Use service workers to cache application assets client side according to PRPL guidelines.
- Leverage Angular Material 2 UI library components during development to supplement gaps in the PSN Safety DSL Component library.

7/2016 – 6/2017, Millennium Health, Senior Software Engineer

Angular 4 | Material 2 | Work-box | NgRx store | CSS-Grid | Flexbox | SASS | ES6

Rancho Bernardo, California

- Collaborate with the external UX design team and Product Owners to craft a DSL for Millennium Health' future drug testing Web Application platform.
- Implement reactive and/or template driven forms to capture user input and perform asynchronous field and form validation.
- Develop custom Angular form validators for asynchronous FormControl and FormGroup validation.
- Develop processes for development, building and deployment of Millennium Health' Progressive Web Application using Angular-cli, Node, Docker, and AWS S3 bucket.
- Leveraged the Angular 4 framework, HTML5 and SASS preprocessor to create route, feature, and component modules, directives, and event driven services using Typescript, RxJS and ES6.
- Implemented Angular 2 / 4 Reactive Forms group, controls and custom validators to follow HIPAA guidelines and Millennium Health business rules for end user data collection. REST api services with Node.js, Express.js, and MongoDB to help guide the back-end development teams transition from a monolithic .NET application to .NET Core micro services api driven environment.
- Maintained the Git repository for the front end web client. performed code reviews for in house and offshore developers, merged remote developer feature branches into master to start CI/CD processes.
- Use sw-precache and sw-toolbox to cache application assets client side according to progressive web application guidelines.

- Configure manifest file for progressive web application 'add to home screen' functionality.
- Create Docker Containers which implement the Angular-cli build process. The Dockerfile covered transpilation of ES6, testing headless using Phantomjs 2.5-beta, service-worker installation and deployment to Amazon web services S3 Bucket.
- Leverage Angular Material 2 component library during development to supplement gaps in the Millennium Health component library.
- Developed an Angular 4 observable IndexedDB api Service to store local data and user jwt token generated through Okta authentication.

04/2015 – 04/2016, ERP and ERP / SONY, Contract Software Engineer

Ember 2 Hybrid FireTv Web Application Developer

San Diego, California

- Worked with the internal Sony development team on the PlayStation Vue for Amazon FireTv hybrid web application.
- Implementation of OAUTH2 authentication between PSN/MLBAM as an ES2016 module for the Ember 2 framework.
- Develop/extend web components within Ember 2 JavaScript framework.
- Use Stylus CSS preprocessor throughout the project for web component styling.
- Effectively implemented handlebars/HTMLbars templates within Ember 2 for component interactivity and HTML layout.
- Branched and committed pull requests using Internal Git/Github repository for feature requests and version control.
- Use of JavaScript design patterns (singletons, modules, etc)
- use Jenkins for continuous build integration.
- Work in an Agile development environment with 2 week sprint cycles for rapid application development.
- Worked with Android Webview and Java to JavaScript bridge to send events to android Java layer.

06/2014 – 04/2015, Hewlett Packard, AEM CQ5 Developer

San Diego, California

- Convert static PSD files into pixel perfect HTML/CSS layouts.
- Implement styles and guidelines from customer approved Design Documentation.
- Develop Page templates using Twitter bootstrap grid system and responsive web design techniques to effectively target all screen sizes.
- Develop/Extend web components using HTML5/CSS3, JavaScript, JSP, and Ext.js to work within the bootstrap grid system.
- Manage REST endpoints in an Apache Sling JCR environment.

03/2013 – 06/2014, Edmin.com, MEAN stack consultant

Kearny Mesa, California

- Web Application Architecture using MongoDB, Express, Node.js, and Angular.js
- Participate in the UX/UI planning and design of key Web Application functionality
- JavaScript development of the full application stack.

- MongoDB database architecture, and collection schema development.
- REST api development using Node.js, Express.js, to be consumed by Angular.js services.
- Serve Web Applications using Nginx Web server setup and reverse proxy of API calls and Websocket connections to Node.js PM2 process.

04/2011 – 05/2012, lawnczar.com, Web Application Developer

San Diego, California

- Plan, storyboard, and coding of the lawnczar.com user interface.
- Developed REST api services with Node.js, Express and MongoDB
- Back End Development using MongoDB and Node.js
- Front End Development using HTML5, CSS3, and JavaScript APIs.
- Research and combining Web 2.0 services from Twitter, Facebook, Google Maps and Paypal to implement a seamless user experience.

10/2008 – 04/2011, University of California San Diego, Programmer Analyst I

La Jolla, California

- Research and analysis of new software and workflow processes to better support Facilities Management operations.
- Configuration of desktop publishing software and post production hardware: e.g. wide format printers, laser cutters, CNC machinery, and vinyl printers.
- Creation and management of users, groups and resources in Active Directory.
- Windows XP/Vista/7 desktop support and problem resolution using footprints ticketing system.
- VPN account setup and troubleshooting allowing end user access to the UCSD Intranet.
- Communicate between diverse departments to correctly implement vLAN subgroups.
- iPhone/Android/Blackberry smartphone configuration and setup for exchange and BES email systems and web application access.
- Plan, test and implement a POS system for the university's transportation department.
- Testing and implementation of database driven web applications.
- Troubleshooting Outlook 2007 email client for Macintosh and Windows users.
- Installation of office production suites: e.g. Microsoft Office software.
- Computer image management using Norton Ghost for over 40 dell computer models.

12/2007 – 06/2008 Nickelodeon, Help desk Support Analyst

Los Angeles, California

- Resolve OSX 10.x networking and desktop application issues.
- Maintain user account permissions, network application access and connected resources such as printer, Avid NLE stations, Cintiq hardware and Wacom tablets.
- Configure network printers for Macintosh and PC desktop systems.
- Setup network resources for studio staff including: printers, scanners, digital cameras, camcorders and audio recording equipment.
- Assist administrators with the provisioning of Blackberry devices.

- Program New pin for Cisco VPN client access dongles.
- Support multimedia software suites: Maya, Final Cut Pro, Microsoft Office 2007/2008 (PC/MAC), Adobe Cs3, Zend studio and other software packages.
- Identify, isolate, troubleshoot communication and performance problems in a routed TCP/IP network environment.
- Write batch files and scripts to regulate the workflow of repetitive tasks.
- Patch Network ports for ShoreTel VoIP phone network access.

12/2007 – 03/2008 2K Games, Contract Game Analyst

Northridge, California

- Team building and collaboration to effectively test AAA video game titles.
- Test and debug beta gaming software titles for program defects.
- Execute test plans on beta release versions of video game software.
- Provide clear and detailed written documentation of program defects.
- Compile program defects and design issues found during testing.
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05/2005 – 03/2007, San Diego Union Tribune, Help Desk Analyst II

Mission Valley, California

- Writing and distribution of training documentation for software users.
- Encourage and implement emerging media technologies into newsroom work-flow.
- Troubleshoot hardware and software issues for the Macintosh computer system.
- Testing and qualifying the deployment of upcoming Desktop builds.
- Create, edit and resolve problems involving graphics software.
- Attend meetings to discuss ongoing help-desk needs and project management.

08/2004 – 07/2005, CompUSA, Regional Macintosh repair technician

San Diego Region

- Repair hardware and software issues as requested by the customer.
- Track progress of computer repairs for 4 regions CompUSA stores.
- Communicate with vendors on status and parts availability.
- Travel between locations to ensure repairs are completed correctly.

04/2004 – 08/2004, Game Analyst / Midway Games

Mira Mesa, California

- Team building and collaboration to effective test video game titles.
- Test and debug alpha release game software for program defects.
- Execute test plans on alpha release versions of game software.
- Provide clear and detailed written documentation of program defects.
- Compile program defects and design issues found during testing.

01/2004 – 04/2004, Nelson Staffing Solutions, Game Analyst / SCEA

Sorrento Valley, California

- Team building and collaboration to effective test video game titles.
- Test and debug pre-release game software for program defects.
- Execute test plans on pre-release versions of game software.
- Provide clear and detailed written documentation of program defects.
- Compile program defects and design issues found during testing.

08/2000 – 10/2003, SDUSD, Network Systems Technician

San Diego, California

- Testing and implementation of database driven applications.
- Installation of Production suites: e.g. Microsoft Office software.
- User migration to new PC/MAC computer systems.
- Creation and management of users, groups and resources in a WAN environment
- NT and NetWare server setup and maintenance.
- VPN and dial up account setup for end user to access district Intranet.