# My Passion

Creating web-based user experiences that are exciting, expressive, and easy to use.

# My Positions

## Front-End Engineer, [A•mo•bee](http://www.amobee.com/) May 2012 ­– Current

* Designed AdKit XML, a domain-specific dialect for easy development of interactive rich-media presentations.
* Led development of AdKit web renderer, a JavaScript- and WebKit-based mobile page layout engine.
* Integrated web renderer with native OpenGL layer, allowing one XML layout to render interactive 3D alongside web content.

## Web Development Engineer, [Cooliris](http://www.cooliris.com/) April 2009 – May 2012

* Built innovative and performant web UIs using JavaScript and diverse web frameworks.
* Integrated multiple platforms and APIs into one seamless web app interface.
* Created tools and documentation for coworkers, partners and outside developers.
* Helped start the Adjitsu team, developing rich-media ad experiences that led the team to be acquired by [A•mo•bee](http://www.amobee.com/).

## Front-End Engineer, [Replicate Technologies](http://www.replicatetech.com/) July 2008 – February 2009

* Designed wireframes and mockups for new web interface for a network analysis virtual appliance.
* Wrote Pylons layer to transform PostgreSQL data into JSON format using flexible table-based metadata.
* Built complex desktop-style UI using ExtJS and AJAX, including configuration wizards and interactive reports.

## Software Engineer, [NewlineNoosh](http://www.noosh.com/) September 2004 – July 2008

* Created custom web application interfaces using HTML and JavaScript to meet the needs of individual clients.
* Extended Java back-end to support data integration with remote systems and add new general application features.
* Introduced next-generation technologies like AJAX and jQuery to enable more efficient development and more responsive interfaces.

# My Projects

## Fandom Convention Scheduling Web Application January 2011 ­– Current

* Designed and built a [full-featured site](http://my.furtherconfusion.org/) for presenters and attendees.
* Created a dynamic cross-platform [mobile site](http://my.furtherconfusion.org/mobile).
* Developed as an open-source project using [GitHub](https://github.com/cryptodragon/wepwawet) and [Lighthouse](http://wepwawet.lighthouseapp.com/projects/68812-wepwawet/overview).
* Launched at an [event with 3000 attendees](http://www.furtherconfusion.org/), with more events planned in the future.

## User Interface Design Academic Project September 2003 – May 2004

* Wrote cross-platform financial data viewing tool in Java and Swing.
* Designed and implemented multiple interface options.
* Performed usability testing and analysis to determine ideal layout.

## 3D Graphics Programming Academic Project January 2003 – May 2003

* Developed object-oriented 3D strategy game in C++ with OpenGL.
* Created 3D models for game elements.
* Designed and programmed game user interface.

# My Education

## New Mexico Institute of Mining and Technology 1999 ­– 2004

Dual Bachelor of Science degrees in Computer Science and Information Technology

# My Skills

## Web Technologies

* Front-end: HTML (Including HTML5), CSS, SASS, JavaScript ([jQuery](http://jquery.com/), [jQuery UI](http://ui.jquery.com/), [Underscore.js](http://underscorejs.org/), [Backbone.js](http://backbonejs.org/))
* Back-end: Python Frameworks ([Pyramid/Pylons](http://pylonsproject.com/), [Google App Engine](https://developers.google.com/appengine/)), Ruby on Rails, Data Model Design, SQL

## Design & Development

* UI/UX: Persona Research, Wireframing, Functional Prototyping, User Testing, Agile Iteration
* Development Tools: [Balsamiq](http://www.balsamiq.com/products/mockups), [Omnigraffle](http://www.omnigroup.com/products/omnigraffle-ipad/), Photoshop, [Acorn](http://www.flyingmeat.com/acorn/), [Pixelmator](http://www.pixelmator.com/), [svn,](http://www.pixelmator.com/)[hg](http://www.selenic.com/mercurial/wiki/), [git](http://git-scm.com/), OS X, Linux