Software Engineer

Skills

Languages: most work in PHP, Javascript, some Java, Python, Ruby, Go
Frameworks: Symfony2, Laravel, MediaWiki, WordPress, Spring
Libraries: RabbitMQ, Ratchet, jQuery, Twig, Doctrine, jQueryUi, Twitter Bootstrap
Databases: MySQL, Redis
Operating Systems: Linux, Windows, MacOS
Version Control: Git

Work Experience

<u>Deans & Homer</u>
08/2016 Present: Software Engineer
- Interaction points between API and consumer
- Customer creation process
- Admin functions and tools
- Test migration from Behat to PHPUnit
- Test coverage for API and consumer
- Custom auth within project specific constraints
- Email notifications
- Input Validations

<u>Starpoint</u>
02/2016 08/2016: Developer (Contract: Comcast)
- Researched internal development resources and created implementation plans
- Integrated custom internal OAuth system
- Created Java APIs for customer data handling
- Implemented Redis caching
- Implemented Splunk log forwarding and querying

<u>TylerDigital</u>
01/2016 08/2016: Developer (Contract)
- Created custom WordPress plugins
- Integrated various APIs including Google Drive, Asana, and HarvestApp
- Integrated various OAuth2 account linking options
- Integrated beanstalk worker queues

<u>Inside Investor</u>
06/2013: Developer (Contract)
- Contributed to creation of demo upgrade to existing site using Symfony2 framework.
- Created custom Admin Panel for creation and management of users, content, assets.
- Created custom discussion system to allow for multithreaded moderated event linked debates.
- Matched dynamic content to client provided html/css templates and subsequent feedback using Twig, jQuery, and Twitter Bootstrap.

<u>Brunelleschi: Age of Architects</u>
10/2011 10/2016: Principal Developer
- Developer of city-builder / adventure game using Symfony2 framework.
- Created database design and game logic based on designer provided materials.
- Developed scripts for creating the initial dataset and handling timed events.
- Created responsive UI using jQuery, jQueryui, and Twitter Bootstrap.

- Integrated and utilized Facebook, Google+, Steam, Twitter, and Paypal API
- Integrated game mediawiki including shared login and automated content generation.
- Integrated phpbb including shared login and automated game messaging.
- Updated game, framework, mediawiki, and phpbb to use php7.
- Setup rabbitmq queueing for game tasks.
- Setup ratchet websocket game chat rooms.
- Created game api for interaction with graphic clients.

Democracy for Houston

8/2011: Developer

- Developed website with content management features using PHP/MySQL.
- Created frontend based on group's existing promotional materials using HTML/CSS/Javascript.

Olympic Culinary Loop

11/2010 1/2012: Developer

- Developed tourism website with content management features using PHP/MySQL.
- Developed custom itinerary app using PHP/MySQL and the Google Maps Api.
- Created frontend to match Photoshop concepts provided by client.

Soroptimist International Jet Set

5/2009 8/2011: Developer

- Developed and maintained website for local outreach group using HTML/CSS/Javascript.
- Created new site to match existing promotional materials and requested content.
- Managed groups' hosting account, email assignments, and shared documents.
- Updated content as requested.
- Authored, assembled, and distributed Newsletter pdfs as requested.

Consultant

2008 2011: Developer

- Developed websites for area businesses including restaurants, retail stores, and professional service providers using HTML/CSS, Javascript, and PHP/MySQL (as needed).
- Set up and/or managed hosting and email accounts.
- Added functionality to existing sites such as galleries, forums, menus, or forms.
- Assisted existing development teams to meet specific deadlines.
- Trained clients and their staff to manage their hosting accounts, computers, and/or web content.

Multi Axis Games

9/2006 2010: Partner

- Recruited, trained, managed volunteer artists, programmers, and enthusiasts.
- Developed paypal integrated Kickstarter style fundraising website.
- Created custom skins and scripts for various project based mediaWikis and phpBB forums.
- Contributed to development of first Twitter Api based web game.
- Coordinated meetings and events.

CompUSA

12/2000 8/2001: Tier I Technician

- Contracted to ISP to service business and personal customers throughout the USA.
- Provided phone support for any hardware or software issue relating to internet connectivity which could not be attributed to a known outage or the customer's OS.

Siemens Electrocom

5/2000 11/2000: Electrical Engineering Assistant

- Documented testing procedures for legacy mail sorting equipment running a UNIX variant.
- Assembled servers to specifications provided by supervising Engineer.

Speaking

12/2016: SymfonyCon Berlin, Adventures in Symfony: Building an MMO Game
02/2016: Sunshine PHP Miami, Adventures in Symfony: Building an MMO Game
01/2016: SkiPHP Salt Lake City, Symfony2: Getting Started
01/2016: SkiPHP Salt Lake City, Doctrine ORM: What's This, Then?
11/2015: True North PHP Toronto, Adventures in Symfony: Building an MMO Game
10/2015: ZendCon Las Vegas, Templates with Twig: Easier Than You Think
10/2015: ZendCon Las Vegas, Doctrine ORM: What's This, Then?
09/2015: Pacific Northwest PHP Seattle, Adventures in Symfony: Building an MMO
Game
05/2015: php[tek] Chicago, Templates with Twig: Easier Than You Think
05/2015: php[tek] Chicago, Doctrine ORM: What's This, Then?
02/2015: Sunshine PHP Miami, Symfony2: The Basics
11/2014: True North PHP Toronto, Symfony2: The Basics