

Pierre Pirault

Web Developer / Software Engineer

Summary

HTML



CSS



JS



6+ years of experience in developing & designing feature-rich web applications using HTML, CSS, and JavaScript.

Capable of quickly learning and delivering solutions as an individual and as a part of a team.

Ability to lead a team, both technically and as the liaison between Technology and Business.

Devoted to communication as a fundamental part of creating lasting software.

Self-reliant with excellent forecasting and decision-making skills in high pressure situations.

Microsoft Certified Specialist (MCS): Programming in HTML5 with JavaScript and CSS3 Specialist

Expertise in

- 0 JavaScript (ES6)
- 1 DOM API
- 2 Node.js
- 3 NPM
- 4 jQuery
- 5 Web technologies (HTML, CSS, HTTP)
- 6 Web applications
- 7 Responsive Web Development
- 8 MVC
- 9 RegEx
- 10 Browser Developer Tools (debugging/diagnosing)
- 11 Synchronous/Asynchronous process harmonization
- 12 Automation
- 13 Code refactor

Experience with

C
SQL
POSIX/BASH Shell and Scripting
Linux (Ubuntu, ArchLinux)
FreeBSD
Redis
React
Angular 1
Git
SVN
Sublime Text
Vim
HTML templating libraries (Handlebars, Pug)
NGINX
Express
Passport.js
CSS preprocessors
eCommerce
server administration
Agile
offshore/onshore model
WCAG
Accessibility testing, using JAWS, iOS VoiceOver and Android TalkBack
Management/planning tools such as JIRA, Rally, Microsoft Excel
Wireframing
Flow / UML diagrams
Confluence / Wiki's
Build and deployment procedures

Work Experience

Bank of America



Charlotte, North Carolina
(2 yrs) March 2016 — Present

Front-end Engineer / Consultant / UI Lead

Helped to build a proprietary front-end framework and build platform using Node.js, Babel, and Require.js. Became a consultant to teach teams how to use the new framework, and to relay project needs for the purpose of adding new features. Joined Payments/Transfers full-time and functioned as UI Lead of team and jointly across Customer Servicing space. Worked closely with team of 6-8 onshore and offshore UI engineers and architects in an Agile environment and planned and translated highly complex business requirements into resilient, ADA-compliant, battle-tested web applications.

Agile environment.
Review complex wireframes and visual specs / Application design planning / Architecture and UI component implementation planning.
Building and maintenance of global UI components.
MVC, ES6, jQuery, Handlebars, Foundation.
Worked closely with team, including offshore members, to rapidly build POC's.
Functioned as lead UI architect and engineer for new feature development in Payments/Transfers
Worked closely with UX consultants to review visual designs and with ADA analysts to ensure ADA-compliance in UI components.
Build complex features and UI components using coding best-practices.
Code-review/audit.
Debug and fix complex ADA issues, using code refactoring and ARIA attributes.
Test pages using JAWS, Android TalkBack, and iOS VoiceOver.



Ann Arbor, Michigan
(1 yr 5 mo) September 2014 — March 2016

UI Developer / UI Lead

Began working on dominos.com finding and fixing complex bugs. Became UI Lead of effort to internationalize dominos.com to make it reusable for foreign markets. This included abstracting all formatting of date, time, currency, and street addresses into JSON configuration files, making the pizza-builder configurable by market, converting the entire site into an RTL version for usage with the Arabic language, making the store-locator configurable to allow usage of the GoogleMaps API, and building a "payment gateway" to allow the digital payment provider to be configured per market.

Almost single-handedly implemented the internationalization of the Dominos.com responsive web eCommerce platform.
Led team of 3 UI developers in construction of Dominos.com sites for Jamaica, Bahamas, Columbia, Dominican Republic, Saint Martin, Saudi Arabia, Egypt, Lebanon, Qatar, South Africa, and Italy.
Worked on internal tools project to provide a portal for international franchisees to streamline the updating of webapp assets to shift the responsibility from the front-end developers.
Implemented new features and maintained existing code for global online ordering platform.
Led effort to "fix" global site in one two-week sprint, after merge of US code with international code into a unified code-base.
Designed and implemented "global payment gateway" solution to handle different online payment vendors.
Lead developer of "drop-a-pin" store-locator for international markets, using the Geolocation API with GoogleMaps API.
Wrote Node.js scripts to automate large and complicated refactoring tasks of JSON files.
Experience working closely with back-end development of RESTful services to ensure maintainability and query-parameter naming standardization.
Worked closely with TDM's and BA's to harmonize requirements to realistic and practical timelines with regards to degree of technical complexity.
Mentored team-members on Git commands and methodology.
Mentored team-members on front-end architectural best practices.
Heavily involved with release process and the deployment of hotfixes.
Used JIRA to manage workflow, and to create tickets with appropriate story points, acceptance criteria, etc.
Used Confluence for writing and organizing API documentation.
Used Stash to manage Git pull requests.
Used FishEye/Crucible for code-reviews.
Modified deploy scripts to deploy artifacts, using Jenkins, to various development/QA environments.

January 2013 — September 2014
Went back to school for two semesters, got married, started family.

January 2012 — January 2013
Homeschooled English and Mathematics in France, learned French, and spent time with my dad, uncles' families and grandparents in France.

Impact Applications, LLC
Marietta, Georgia
(1 yr 6 mo) June 2010 — December 2011

UI Developer

Worked remotely building various pages for small businesses. Experience with developing according to informal or incomplete requirements - demoing several possible solutions to client along with recommendations.

HTML, CSS, JavaScript, jQuery, and Wordpress.
Worked on several web projects for multiple clients.
Experience with float positioning; css box model.
Used JavaScript to validate simple web forms.
Experience with Cross-browser HTML and CSS layout compatibility; Developer tools for Internet Explorer and Chrome. Firebug for Mozilla Firefox.
Experience with logo-design and site-layout design, color harmony, and form harmony.

Unification Theological Seminary
Red Hook, NY
(7 mos) August 2009 — March 2010

Tech Support

Provided general computer technical support to students at the seminary. Worked within constraints of low-budget environment to provide working computer systems to students from sometimes recycled computer parts, installing Linux when an OS was needed.

Managed Red Hat and Debian Linux distribution installs.
Experience with various Unix and Windows based file-system types.
Helped new users navigate the Operating System (Windows and Linux).
Assisted in software installations and uninstalls.
Virus and malware removal on Windows systems using Anti-Rootkits and forceful entry using the BIOS, boot process, and command prompt.
Worked on desktop and laptop computers, replacing and upgrading RAM, hard-drives, CPU chips, power-supplies, network adapters, and display adapters.
Wireless connectivity troubleshooting.

The Empowerment Network (TEN)
Bethesda, Maryland
(2 mos) August 1996 — September 1996

Website Developer

During the summer, was hired by the non-profit company my mom worked for to build their first online presence - for which I was paid \$350.

Hand-coded The Empowerment Network's first Website using Microsoft Notepad and Internet Explorer.
Used only HTML.
Used tables to achieve a navbar and a 2-column layout.
Used HTML attributes to achieve all styling.