

Paul Sheridan

Curriculum Vitae

Contact

425.879.3419

paul.sheridan@me.com

[linkedin.com/in/paulsheridan01](https://www.linkedin.com/in/paulsheridan01)

github.com/paulsheridan

Seattle, WA

Projects

Marvel Explorer - May 2016

- An easy-to-use app that helps fans new to Marvel Comics find heroes and comics they'll enjoy.
- Created using a Django backend utilizing a RESTful API communicating with an AngularJS front-end via cross-site requests.
- URL: github.com/marvel-explorer/marvel-explorer

Mars Street View - April 2016

- A web app that enables users to explore the Martian surface via chronological photos captured by NASA's Martian rovers.
- A RESTful backend built with Pyramid and a complex relational database communicated to a jQuery front-end via AJAX.
- URL: github.com/mars-street-view/mars-street-view

Baby Safe - January 2016

- A mobile friendly application allowing parents of newborns and toddlers to search the Federal Recall Database by item UPC easily and quickly.
- Using multiple asynchronous calls based on product and manufacturer, the app significantly increases a likelihood of finding an existing recall.
- Single page architecture built using jQuery, Bootstrap as well as AJAX/JSON.
- URL: github.com/paulsheridan/babysafe

MLBucket List - November 2015

- An app for baseball fans seeking to plan road trips between Major League Baseball stadiums.
- Created using vanilla Javascript, integrating the Google Maps API.
- URL: github.com/paulsheridan/bucketlist

Experience

Big Fish Games

September 2014 - November 2015

Mobile Operations Coordinator

- Designed and developed an automated mobile game submission report to assist stakeholders in estimating the App Store submission and sales process.
- Created a number of internal software tools that streamlined the mobile game testing and submission process.
- Managed a large mobile device lab to verify and maintain cross platform Android support for all mobile games.

Tableau Software

November 2013 - September 2014

Sales Operations Specialist

- Coordinated sales and payments between Tableau's large sales team and their customers.
- Monitored and resolved customers' financial or technical questions via email or telephone.

Big Fish Games

September 2012 - October 2013

Mobile Game Build Specialist

- Created compiled builds of video games using data received from developers around the world
- Executed submission of those games and assets to the iTunes and Google Play storefronts.

About Me

I'm a software developer with a background in mobile video game publishing and internal tools development. I'm passionate about creating interesting, streamlined, effective data-driven solutions.

Technical Skills

Proficient:

- Python
- Django
- Pyramid
- JavaScript
- jQuery
- HTML5/CSS
- Node.js
- AJAX/JSON

Intermediate:

- SQL
- C#/.NET
- Visual Studio
- Unity 3D
- Ruby

Education

Code Fellows:

Certificate of Advanced Software Development, Python

Western Washington University:

BA, Political Science

- Emphasis on Political Theory
- Sizable coursework in Political Economics