James Overton V

Software Systems Engineer, Sensei, Inventrepreneur

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Software craftsman; tech guru; interface designer; overachiever; asset in any work environment. I love working with those who share my vision and passion.

AT A GLANCE:
Software Engineering – Gaming, Application & Web Development: agile methods, Kaizen, and building scalable, robust systems

Languages	JavaScript / ES10	TypeScript	HTML5 / CSS3	ActionScript 3.0	C / C++ Java	PHP	MXML	XML	UML
Runtimes	native, browser, Cordova, Flash platform (browser, AIR for desktop & mobile), Scaleform GFx player, JRE, Apache (WAMP/LAMP stacks), Tomcat
Tools & Development Environments	IntelliJ, Eclipse IDE, Flash Authoring Environment, Flash Builder, FlashDevelop, Sothink (SWF decompiler), Android Studio, DDMS, command line/terminal emulators, GCC, GDB, make, text editors (x/emacs/vi), Charles, version control (git, SVN, CVS, perforce)
Frameworks & Libraries	Angular (10), AngularJS, Ionic, Node.js, Vue, Flex SDK 4.8, AIR SDK 3.2, Starling, Nape, Android SDK, J2SE/EE, Java Server Pages, STL, Zend Framework, Jasmine

Web Design – integrating function with design and appeal with clarity of vision in building interactive, standards compliant, cross-browser compatible web sites

Languages	HTML	CSS	JavaScript	ActionScript 3.0	XML	JSON
Tools	Browser, Flash, DreamWeaver, Photoshop, Fireworks, FileZilla, text editor
Sample work	americaspharmacy.com	hohm.life/book	babysenses.me	denovoca.com	senseijames.com	mindofthewarrior.com (offline)	objetivotijuana.info (offline)	levyspools.com	mamba-ryu.org	mandatedreport.com	mambaryupublications.com

Technology – twenty first century survival aka random skills

Tools	Microsoft Office Suite (Word, Xcel, PowerPoint, Outlook), Open Office, Pinnacle Studio (video editing), XCart and PayPal as ecommerce solutions, Acrobat & LiveCycle Designer (PDF creation and Adobe JavaScript form validation), Amazon Web Services, Bash / Terminal

PERTINENCE:

- Over 10 years experience developing commercial software applications
- JavaScript – 7 years
- MEAN stack – 4 years
  - AngularJS, Angular 10
  - Node.js with Express
  - MongoDB
- HTML5 – 7 years
- CSS3 – 7 years
- JQuery – 5 years
- ActionScript / Flash – 4 years

EXPERIENCE:

9/20 – present   **Lead UI Engineer**, *Verizon, Inc.*
Lead UI Engineer for Verizon ThingSpace, an enterprise Internet of Things web application for managing connected devices. Principal architect of the codebase, including daily development in Angular 9, TypeScript, ES9, SCSS, HTML, npm, webpack, and related technologies. Responsibilities also include building and deploying the front end application into the tech stack itself with a gulp build script (I wrote) to make our Angular build artifacts available to our larger .NET Application. Developer workflow optimization by configuring local proxy servers to interact with our local (virtual machine) servers as well as remote instances. Code reviews. Developer edification *This Week in UI Dev!* emails.
thingspace.verizon.com

7/19 – present   **Lead UI Engineer**
7/18 – 7/19   **Full Stack Developer**, *HOHM, Inc. (San Diego, CA)*
Full Stack Developer and Front End Lead at a cutting edge sleep pod startup: hohm.life. Lead development of the user-facing web and mobile application, for locating and reserving sleep pods, and the admin-only Attendant Portal application, for managing users and pods. Daily use of Ionic 4 and 5, Angular 10, TypeScript + ES9, Sass, CSS3, and HTML5. Some Spring Boot Java.
hohm.life/book

11/18 – 7/19   **Software Engineer**, *Illumina. (Illumina HQ, San Diego, CA)*
Front end engineer on the next generation of the *Variant Interpreter* application – the industry leading genome analyzer used by top genetics researchers around the world. Daily use of Angular 7, RxJS, HTML, CSS/Sass, TypeScript + ES7 JavaScript, and supporting technologies (e.g. CLI, WebPack, Node.js). Twitter Bootstrap, Google Material Design, Bootstrap Material Design. CSS Grid Layout. Jasmine/Karma unit tests. Code coverage. Code reviews. Jenkins CI. Some UI/UX design and usability considerations.

1/18 – 7/18   **Software Engineer**, *Seamgen. (San Diego, CA)*
Lead Engineer for a hybrid web and mobile application targeting the desktop browser, mobile browser, iOS native, and Android native platforms. Daily development with the most recent version of the Ionic Framework (3.9), Angular 5, TypeScript, ES6, CSS3 & Sass, HTML5 and Node.js. Some bash scripting, gulp, git management, documentation for posterity, and use of Cordova and over a dozen plugins, including: file, exclude file, and geolocation. Use of Google Maps JavaScript API. Some UI and UX Design.
www.AmericasPharmacy.com

10/15 – 12/17   **Software Engineer**, *Leica Biosystems. (Vista, CA)*
Member of ePathAccess and eSlideManager core teams, implementing a digital pathology platform that provides management of patient data and access to expert medical advice via the cloud. Full stack responsibilities from the front end (web) to the back end (Apache, Node.js, Microsoft SQL Server) and operations (Jenkins). Languages used include: HTML, CSS, JavaScript, PHP, C++, C#, SQL, T-SQL, ActionScript, XML, and APML (Aperio Markup Language).

4/15 – 9/15	**Lead Web Engineer**, *Mobile Inc. (San Diego, CA)*

Lead engineer of all web based UIs. Provide technical leadership in creation and usage of three separate products: the Tags Admin Portal (for managing all users of all products), the Mobile.Work Enterprise Admin Portal (for managing users within an enterprise), and the Tags User Portal (enabling regular, end user login). Turn business requirements and user feedback into technical specifications and developed code. Report directly to the CTO and Senior VP of Corporate Development. Regular communication with offshore team. Daily front end and back end programming in the MEAN stack: MongoDB (managed by MongoLab), Express running atop Node.js, and AngularJS. MongoDB schema design, query implementation, and database patch/update and population procedures. Android device debugging using Android Studio and the DDMS. Implement tests in Mocha / Chai / Jasmine. Sass stylesheets, Gulp builds, Jenkins continuous integration deployments.

6/15 – 7/15	**Mobile Web Developer**, *Baby Senses (Dubai, UAE)*

Completed mobile version of existing desktop site, and implemented a fully responsive desktop design. Lion's share of the work was CSS (especially CSS3 Media Queries to target end device specs, rather than end device itself) with some supporting HTML as needed. iOS Simulator and Android device debugging.

12/14 – 12/15	**Principal Software Engineer**, *En2tain (San Diego, CA)*

Lead engineer in a red hot startup: the world's first virtual night club. Architected server and client programs in the MEAN stack: MongoDB managed by MongoLab for a highly available, robust NoSQL database; Express running atop Node.js for a scalable and performant web server; AngularJS for a modern, sleek, responsive front end. Oversaw offshore development: responsible for onboarding new engineers, communicating requirements to the rest of the engineering team and administrating our shared Github respository. Build and release management: developed optimized build files using gulp.js for faster load time and improved user experience; deployed releases to our site running on Amazon EC2 using Amazon Elastic Beanstalk. Radio station setup and management using Icecast media server.
(12-14 – 4/15 full time, 4/15 – 12/15 part time)

3/13 – 1/15	**Software Engineer II**, *Electronic Arts, Sims 4 Team* (EA HQ, Redwood Shores, CA)

Key member of the user interface engineering team for *The Sims 4* base game, *Create a Sim Demo*, and post-release quality/content patches and expansion packs, including *Careers*, *Pools*, *Expansion Pack 1* and *Game Pack 1*.

Authored over 100 files in the UI code base, posted over 850 code reviews, fixed hundreds of bugs, performed thousands of peer code reviews.

ActionScript 3.0 UI and C++ Client programming. Engineered system components, utilities and services that spanned the entire game, including the game's standard input text field (EditTextField), text layout and resize utilities (TextUtils), UI-side connection state interface and proxy (ConnectionManager), among others. Engineered widgets in every major game state – CAS (Create A Sim), Build / Buy, Live Mode, and Game Entry, as well as the online community

for user-created content known as *The Gallery*.

Investigated, communicated and enacted ActionScript 3.0 performance and optimization best practices, including benchmarking in Flash and Scaleform GFx Players. Usability and user experience analysis. Bug filing.

7/11 – 12/12   **Senior Software Engineer**, *Flite* (San Francisco, CA)
Component application and runtime development for a bleeding edge Silicon Valley software as a service company - the leader in cloud-based advertising. As a senior member of the world-class engineering team of a Sequoia Capital-backed technology company, I performed cutting edge application development in work that encompasses the full software engineering lifecycle - requirements analysis, design, implementation, testing and deployment. I lead component development in ActionScript 2.0, 3.0 and JavaScript/HTML5, improved our ActionScript 3.0 and "Touch" JavaScript (HTML5) runtimes, streamlined our build and deployment processes, and in general made key contributions to further Flite's platform, programming standards, and success.

ActionScript 2.0 components: MovieConnect, ePrize Instant Win, ePrize Sweepstakes, ePrize Combo

ActionScript 3.0 components: Feed, Twitter, Facebook, Profiler, Video: URL, Video: Youtube, Form, Poll, Conditional, Slideshow, Coverflow, Webcam, Unity 3d

ActionScript 3.0 dependencies: Geolocation, Profiler, Video

JavaScript / HTML5 components: Video: URL, Stack, Feed, Twitter, Locations (Google Maps), Poll, Form, Gallery, Facebook

ActionScript 3.0 runtime work: Modernized and streamlined our build and deployment process, leading the move from FLA-based to Ant and bash-based SWF compilation, which was later extended by another team member to be rake-based. Some ruby (rake) work. Jenkins build tasks for continuous integration, size and link report generation and evaluation, integration of FlexPMD for static code analysis, dynamic linking (e.g. runtime shared libraries) for class definition reuse and reduced file weight, FlexUnit unit testing, code coverage investigation.

Touch (HTML5 / JavaScript) runtime work: added features to runtime / component API, Facebook / Twitter/ LinkedIn sharing, key studio actions (calendar / ICS event, call, send SMS, email), helped architect parts (sub-components), window abstraction (postMessage for cross-domain communication).

Contributed daily to code that runs in ads created by companies such as Forbes, IDG, CBS, Microsoft, LinkedIn, Toyota, Proctor & Gamble, Capital One, L'Oreal, General Mills, and others in campaigns running all over the web, including the front pages of YouTube, CNN, Yahoo!, Amazon, LinkedIn, MSN, MTV, Fandango, and others.

5/10 – 3/11	**Lead Developer, Flash Team,** *Technology & Training Solutions, Kratos Defense & Security Solutions* (San Diego, CA) Lead a team of up to six Flash & Flex developers, including training, regular code reviews, and the introduction of coding standards for the creation of scalable, reusable, maintainable code. Full software life cycle work – requirements analysis, design, development, testing and maintenance. Completed 'Flash Platform Optimizations and Best Practices' document as a guide for cross-platform processor and memory optimization while maintaining high quality playback. Performed business process analysis in the spirit of making Flash Team – as well as our division – more lean. Completed a project for Volkswagen; as the lone Flash Developer, pushed the envelope toward a reusable, maintainable solution; essentially a medium-sized Flash-only site (for their sales training program) with cross-fade page and content transitions, it included the creation of custom (and reusable) scrollbar and video components (including interactive controls). Continued work on United States Navy projects; development of in-house wizard app, an Adobe AIR application that invokes the MXML compiler for auto-generation of SWFs, enabling flexible, configurable, rapid generation of e-learning content for over a dozen types of interactions; in addition to support for new interactions, key features added include conditional compilation of assets, improved serialization for streamlined SWF rebuild, and support for multi-use drag and drop interactions. Advanced and supervised development of approximately thirty e-learning interaction templates, including the design and development of a custom animation template, complete with audio, embedded video, and an animation control (seek/play/pause/volume) bar. Designed and developed (ten) core Flash interactions in HTML5; HTML markup for content, CSS for positioning and layout, and JQuery JavaScript for Flash-like interactivity; use of JQuery UI (for drag and drop) and Cycle (for wipe effect) plugins; cross-browser testing and bug resolution for compliance across all major browsers. Use of Flash platform's command line tools – MXML command-line compiler for compiling ActionScript and MXML applications, AIR Debug Launcher (ADL) for compiling AIR apps against different versions of the runtime, Flex Command Shell (FCSH) for optimized use of mxmlc, and batch files to streamline the command-line development process. Setup an SVN repository for in-parallel developer use, as needed.
1/10 – 5/10	**Web Developer, Flash Team,** *Learning and Performance Solutions Group, SYS Technologies, Kratos Defense & Security Solutions* (San Diego, CA) Completed e-learning projects in Flash CS3 and Flash Builder 4 IDEs on three contracts for the United States Navy. Work focused on developing instructional e-learning content for several engineering technology courses, including designing templates in Flash to streamline the creation of e-learning interaction screens, as well as the development and maintenance of an Adobe AIR application to automate the screen-creation process. Daily use of Flash CS3, Flash Builder 4, and ActionScript 3.0; focus is on usability and efficiency – building intuitive, rich interfaces while maintaining modest resource consumption. Workflow also includes light Photoshop work and use of SharePoint Server 2007 for inter-team organization and

collaboration. Rudimentary (non-merging) version control provided by Microsoft Visual SourceSafe.

12/08 – 12/09   **Web Developer, PHP/Backend,** *Monk Development* (San Diego, CA)
Full-stack development for cutting edge web development company, including software and database programming and module and system design for content management system *(Monk CMS)* and social networking *(Cobblestone)* web applications. WAMP/LAMP software stacks. Agile development methodology, including active record design pattern in an advanced MVC (model mapper view controller) architecture built atop the Zend Framework. Eclipse IDE, Mantis bug tracking, SVN, website and database management. Duties encompassed the entirety of the software development process, including requirements analysis, (database schema and class) design, development, implementation, testing and debugging/maintenance; complete back end (MySQL & PHP) and first-in/last-out front end (HTML, CSS, JQuery) programming. Modules developed include Messages, Activities, Events, Prayers, Galleries, Locations, and Files. Integration with shared database for record import and consistency between products. Browser compatibility and standards compliance. Cross site scripting and security concerns, permissions management for implementation of simple (admin/user) and complex (friend to friend, message sender to recipient, etc.) permissions across-sites of the application. Integration of TinyMCE, Google Maps (JavaScript) v3 and numerous JQuery plugins: Facebox, Facelist, JCarousel, Validate, Autocomplete, Form, JScrollPane, Timeago, FullCalendar, datePicker, and others. Work included daily use of PHP, MySQL and JavaScript languages, including JQuery library and AJAX techniques.

10/08 – 5/09   **Software Engineer, Java Server Pages Developer, JavaScript Developer,** *Port of San Diego*
Developed web application and implemented improved feature set for GIS-based patrol car software in Java Server Pages and ASP.NET. Added secure login and computer recognition authentication to a mobile GIS web application, allowing for rapid and secure remote login to the web app. Also coded an ASP.NET module in C#. On a subsequent project, encoded pdf form validation script using Adobe JavaScript in LiveCycle and Acrobat.

11/08 – 5/09   **Engineering, Calculus Tutor,** *MESA (Mathematics Engineering and Science Achievement) Center, San Diego City College*
Tutored college students in calculus, physics, computer systems, computer science, engineering and writing.

5/06 – 3/09   **Lead Web Designer, Senior IT Technician, Software Engineer,** *Kaizen Center for Strategic and Integrative Arts, LLC* (United States Branch)
Founded American Business Branch of The Kaizen Center. Responsibilities included web design and overseeing development, site management, graphic design, home networking, data integrity, IT solutions and help. Completed a war strategy simulation in C++; development employed Makefiles in a Linux environment and included use of smart pointers, templates, events, STL, and OOP from a Modeling and Simulation Perspective; factory design pattern, MVC architecture. Other duties were largely entrepreneurial, including financial resource management,

marketing, flyer and poster design, email marketing, and managerial/organizational meetings with Mexico Branch. Also performed IT solutions and web design consulting. (www.MindoftheWarrior.com, www.ObjetivoTijuana.info, www.LevysPools.com, www.Mamba-Ryu.com/old, www.BlackMambaCombat.com)

5/08 – 6/08   **Technical Support Representative**, *Sound Technologies* (seasonal project; Carlsbad, CA)
Performed remote software updates for digital imaging solutions provider. Required skills included strong infrastructure networking knowledge, strong understanding of switches, routers, firewalls, proxies, subnetting, and TCP/IP protocol, good working knowledge of DNS and FTP, MySQL knowledge, proficient experience in administering and troubleshooting Windows desktop and server operating systems (NT, 2000, 2003), and experience with Remote Management tools (Techlinq).

7/03 – 5/08   **Instructor**, *Kaizen Center for Strategic and Integrative Arts* (San Diego/Tijuana)
Under Founder at martial arts school, responsibilities included teaching, administrative duties, sales and marketing. Fighting system includes techniques from judo, brazilian and japanese jujitsu, boxing, muay thai, combat hapkido, aikido, and weapons, among others.

12/02-3/03   **Professor's Assistant**, research, organizing/filing, secretarial duties, errands for the late Professor David Noel Freedman of UCSD, Endowed Chair of Hebrew Biblical Studies.

6/02-9/02   **Molecular Biology Intern**, *Canji-Schering Plough, San Diego*
Worked on vironcology from the 'ground-up': growing e. coli, extracting DNA via mini and maxi-preps, spectrophotometric analysis, gel electrophoresis, DNA splicing and recombination, tissue sample testing, and daily documentation of work in accord with strict company protocol.

12/97-9/01   **Graduate Student Researcher**, *UCSD (freelance)*, including telnet search, article retrieval, organization into bound volumes. Clientele included PhD, Master's students.

EDUCATION:

Stanford University, Stanford, CA
BS, Computer Systems Engineering, Digital Systems Specialization, 2012.

AWARDS:

- Stanford University, Computer Science Department Senior Software Faire 2011, Industry Awards - The Backplane, First Place Award
- California Governors' Scholar Award; Governors' Distinguished Mathematics and Science Scholars Award.
- Jessie Klicka Scholarship for academic excellence and community service; Ford General and Gates Millennium Scholarships for academic and all-around excellence.
- Golden State Awards: High Honors – English Composition, High School Math; Honors – Physics, Biology, US History.

DE MOMENTO – PURSUITS & INTERESTS:
Software system design and virtual / simulated worlds programming…

o Applications – utility, simulation and game programming for the web, mobile and emerging platforms, with a commitment to transparent, scalable system design, agile best practices and creating lasting business value
- Modeling/simulation/artificial life programming
- Unity3d Virtual Reality – in partnership with Liminal360, lead development on a VR experience; demo: https://www.youtube.com/watch?v=tlZvSWD8Aj4
- Virtual Library - www.github.com/senseijames/Virtual-Library) – an ongoing open source Flash project advised by Vladlen Koltun and donated to Stanford University that utilizes the Alternativa3d 3D engine and Adobe AIR to run in any environment with great performance. The project prototypes a more immersive interface to the file system – a VUI (virtual user interface) that is essentially a natural evolution of the GUI.
- The Flash Platform – open platform development (mobile/web/cross-platform synergy) for games & simulations, utility/helper apps, e-learning; 3D engines (Away3D, Alternativa3D); cross-platform GPU acceleration
- Android – native (Java) and cross-compiled from Flash (AIR for Android)
- Make3D for 2d image to 3d world generation
- Stage3D: Flash Player 11 native GPU-acceleration
- Starling Framework
- Nape physics engine
o Web 3.0 – websites as virtual worlds, not virtual magazines
- The future of the web is real
- Moonshade Design dot com (coming soon)
o The Tao of Code – lean techniques, agile methods & Zen; the Way of system design
- Agile best practices, lean engineering, business intelligence
- Software systems analysis and design – conceptual integrity; tradeoffs; managing complexity & embracing/seeking simplicity
- Advanced design patterns
o (Un)creative writing

ADDITIONAL INFORMATION:
- Knowledge of Spanish
- Black Belts in Judo, Russian Sambo, Black Mamba
- Instructorships in Boxing, Muay Thai
- California State Champion, Brazilian Jiu Jitsu
- Division I Wrestler, Stanford University
- 2000 Junior World Team Member, 2001 Junior Pan-American Team Member, Judo
- Three-time Canadian, Three-time United States Junior National Champion, Judo
- Brother of California Alpha Chapter of Sigma Alpha Epsilon Fraternity