# DAVID EDMONDSON

## WEB DEVELOPER

### EXPERTISE

AngularJS

Node.js / Hapi

Ruby on Rails

Test-Driven Development

### TECH SKILL SET

AngularJS

HTML/CSS

Photoshop/Illustrator

PosgreSQL

Cassandra

Ruby on Rails

## PROFILE

Full-stack developer with background in systems administration, content management, and automated testing, with 4 years of experience in software development and test engineering.

## EXPERIENCE

### SOFTWARE ENGINEER  SWEETY HIGH - MARINA DEL REY, CA

**JUL 2012 - MAR 2015**  Full-stack developer for a social networking site and mobile app API, using Rails, Node.js, jQuery, and Angular. Promoted from QA Engineer to Software Engineer within first year.

- Built a content management system with Rails to organize all photos and videos, contests, and curated community photo/video playlists.
- Developed a community moderation system with Rails for approval and rejection of user posted text, photos, and videos.
- Built a Ruby on Rails service that managed all website and mobile user authentication, authorization, account, relationship, and age verification.
- Wrote a full suite of load tests, identified, removed, or optimized slow queries, and increased the number of possible requests per second by 400%.
- Wrote the backend API for the video creation, organization, and sharing section of the site.
- Integrated a Node.js API with a third-party moderation system using a reliable message queue.
- Maintained 90% test coverage across all front-end and back-end code.

### QA ENGINEER  METEOR GAMES - BEVERLY HILLS, CA

**AUG 2010 - DEC 2011**  Developed pipeline and testing tools and performed automated testing on four Facebook games. Promoted from QA Tester to QA Engineer within first year.

- Analyzed workflows for 20 staff to identify sources of inefficiency, prioritize tasks, and develop content management and debugging tools, saving 4K man hours and $150K annually.
- Created a set of scripts to simplify and validate database entry with Python and Selenium, which reduced related bugs by over 90%, and quadrupled department production.
- Automated ticket validation and population with Python, reducing weekly process time by 14 hours.
- Built art verification tools to eliminate technical art issues, including a UI used by eight artists and six testers that allowed the QA Department to test art weeks in advance of in-game appearance.
- Taught weekly classes to seven testers on JSON, specific game data formats, keyboard shortcuts, and efficiency.

## PROJECTS

### KOANGULPITESTIFY

Full-stack JS boilerplate project, used as a base for other projects. Includes Koa backend and Angular component-based frontend, and is entirely built on promises. Saving a file selectively triggers asset compilation, frontend/backend test runners, server restart, and browser reload as needed. https://github.com/threehams/koangulpitestify

### DEATH WHIMSY ROADMAP

Public site to show development progress of a game developed by Squid Blink Games. Written in Angular and Koa, with Flexbox and HTML5 Canvas. Pulls information from the Jira API and receives realtime updates using Jira webhooks. https://github.com/threehams/death-whimsy-roadmap

### GAME PROTOTYPES

Four game prototypes using the Phaser game engine. Done to explore the design complexity of games, and performance difficulties in maintaining 60 frames per second. https://github.com/threehams/phaser-game-prototypes

## EDUCATION

### BACHELOR OF FINE ARTS - FILM AND ANIMATION

**MAY 2005**  Rochester Institute of Technology

4607 WILLIS AVE APT. 14, 91403
DAVIDAEDMONDSON@GMAIL.COM

818.804.7255
HTTPS://GITHUB.COM/THREEHAMS