

EMPLOYMENT HISTORY

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**03/2018 - Present** **Senior Software Engineer** **SaltStack**

As a senior engineer on the Enterprise UI team, I'm responsible for shipping features and committing to/closing 2-week sprints. I create, close and work on new tickets; collaborate with the scrum master, product managers, backend team, UX team and QA team; and ensure quality code is delivered each sprint.

The frontend tech stack I use includes:

- RxJS
- Angular 2+
- NgRx (redux)
- Jest

**06/2017 - 03/2018** **Lead Developer** **adMind**

- Lead developer on UserId, a SaaS tool for Google Analytics User-ID reports. The technology is built on Laravel 5.4 extending the Spark library using the Stripe payment processor
- Utilized previous creative development and design experience to revamp client landing pages and create internal assets used for client proposals
- Introduced Flux architecture to development team to use in existing Vue application
- Gained knowledge in Webflow and enhanced PHP skills using the Laravel framework
- Implemented Google Analytics audits and several Google Tag Manager setups
- Contributed to the sales process from lead to closing deal and delivery
- Performed web integrations with Zoho, AdWords and CallRail using Google Cloud functions and custom frontend/backend integrations

**06/2012 - 06/2017** **Associate Technical Director** **Impossible Bureau**

- Lead and mentored a small team of developers
- Researched new technologies. Introduced Node.js, React and Redux to the dev team as well as frontend unit testing in a React app with Jest
- Created several client projects from start to finish providing initial documentation, structure and architecture for other devs to build from
- Won many website awards for projects I contributed to and/or lead including [www.pomwonderful.com](http://www.pomwonderful.com) and [beta.wind-and-words.com](http://beta.wind-and-words.com)
- Estimated development projects, headed daily stand-ups and implemented task management through kanban
- Worked on or lead projects for POM, Ubisoft, Frito Lay, and HP
- Prototyped and explored new technologies and advocated for programming best practices including design patterns, paired programming and unit testing
- Successfully used the XBOX connect to perform bust scans using Skanect, exporting 3D model and importing to the web using ThreeJS

01/2012 - 06/2012	Senior Developer	Rally Interactive
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- Developed single page web applications using vanilla javascript
- Introduced CSS preprocessors (LESS and SASS)
- Performed maintenance and QA on the award winning National Geographic's City Guides iOS application

11/2011 - 12/2012	Intermediate Developer	Fantasy Interactive
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- Worked on award winning projects for Google, Viacom (Nickelodeon) and Broadway.com
- Furthered skills in iOS development and built several production iOS applications
- Improved in creative development including Javascript and CSS animations
- Participated in on-site client meetings at Google and Apple
- Contributed to multiple award winning website's including [www.messagesforjapan.com](http://www.messagesforjapan.com) which was linked on Google's homepage

03/2010 - 11/2011	Associate Developer	Struck
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- Worked on flash websites (AS3) and installations for BYU, PepsiCo and Porsche
- Improved in web development and learned to use jQuery
- Implemented WordPress including installation and custom theme and plugin development
- Prototyped iOS application for the first generation iPad
- Practiced kanban, scrum and continuous integration
- Implemented MVC and other OO design patterns

## EDUCATION HISTORY

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	Salt Lake Community College	Computer Science
Fall 2018 – present		
01/2007	Victor Valley College	General Studies
06/2004	Silverado High school	General Studies, High School Diploma

## SKILLS & ABILITIES

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Adobe Photoshop	iOS Development	Frontend Development	Backend Development
Advanced	Intermediate	Expert	Advanced