

Joseph Orbegoso Pea

Creative developer who loves to code interactive graphical user experiences.

#!/links and contact

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#!/qualifications

- JavaScript
- HTML5/CSS(3D)
- WebGL
- Three.js
- Angular.js
- Vue.js
- React
- Backbone.js
- Bootstrap
- Node.js
- Webpack
- Meteor
- Linux
- Shell Scripting
- MongoDB
- SQL

#!/accomplishments

- **Polydance** — codepen.io/trusktr/pen/EoVGge
Presented during Codame's 3DWebFest 2017 at the Palace of Fine Arts in San Francisco, Polydance is an interactive 3D audio-visual made with my 3D library, Infamous, and was featured as a staff-picked pen on Codepen.
- **HTML Buttons with Real Shadow** — codepen.io/trusktr/pen/rpegZR
Featured as a staff-picked pen on Codepen. It showcases a feature of my Infamous project that makes it easy to mix regular DOM with WebGL using simple HTML.
- **Morphing ColorShape Spiral** — codepen.io/trusktr/pen/JMMXPB
Featured as a staff-picked pen on Codepen. It features a colorful animated spiral of morphing shapes rendered with Infamous.
- **Infamous** — infamous.io
My passion-project. A custom-element library for creating 3D scenes in HTML, rendered with CSS3D and/or WebGL. A distinct feature is its ability to blend DOM elements with WebGL.

#!/career history

Westfield, San Francisco, CA Jun. 2017 – Sept. 2017

Senior Software Engineer, Full-stack Web Development (with special love for the front-end)

- Prototyped rendering using **SVG**, **Two.js**, **Pixi.js**, **WebGL** for retail store mapping solutions
- Implemented **zoom functionality** for mapping solutions (**math fun**)
- Completed a user interface for user creation and authentication, using **Handlebars** for server-side rendering, **Vue.js** for component rendering on the client-side, and **Node.js** to interface with API services
- Helped to define common build tooling for front end projects, spiking on **Neutrino** (a tool for creating reusable **Webpack** configs) and **Nuxt** (a Webpack-based SSR-capable build system for **Vue** components)
- Helped evaluate **SkateJS** vs **StencilJS** (and others) for creating the first org-wide framework-agnostic Web Components that could be used in any framework (React, Vue, etc) regardless of build system

IMVU, Redwood City, CA Dec. 2016 – May 2017

Senior Software Engineer, Full-stack Web Development (with special love for the front-end)

- Added features to existing UIs using **Backbone.js** and **Sass**
- Upgraded some design patterns to prevent (for example) modifying Sass styling of one component and unexpectedly breaking some other component and to prevent (for example) child views from modifying parent view DOM in unexpected ways
- Made **bug fixes** along with **new tests** to prevent regressions
- **Architected** a foundation for new projects based on **Webpack+TypeScript+React** with interoperability between TypeScript modules and a legacy custom module format similar to AMD modules.
- Wrote new TypeScript+React **UI components** with a focus on patterns for reusability
- Implemented **UIs for manipulating 3D scenes** including things like inputs for translation, rotation, etc, with undo/redo state and a timeline for scrubbing between **animation keyframes**

Freelance Developer, Oakland, CA Apr. 2015 – Nov. 2016

Software Engineer, Full-stack Web Development (with special love for the front-end)

- Architected web applications for clients using **Meteor**, **React**, **Famous**, **infamous.io**, HTML5 and **CSS 3D transforms**
- **Cross-browser testing** in Chrome, Firefox, Safari, and Edge
- Made **rocket:module**, an ES6 Module system for **Meteor** based on **Webpack**, used in clients' applications
- Made user interfaces using 3D techniques and **Infamous** (my 3D library, infamous.io). Example: goo.gl/mol0pu

Medstar Transportation, Yakima, CA Sep. 2015 – Jul. 2016

Software Engineer, Full-stack Web Development (with special love for the front-end)

- Helped develop new features for a ride-sharing web application using **Meteor**, **React**, **Blaze**, HTML5, **CSS3D**, JavaScript
- **Cross-browser testing** in Chrome, Firefox, Safari, and Edge
- **Bug hunting** and **performance improvements**
- Worked with an **international team**, coordinating across time zones

Meta Enterprises, Los Angeles, CA Jun. 2015 – Dec. 2015

Software Engineer, Full-stack Web Development (with special love for the front-end)

- Architected a 3D web application using **Meteor**, **React**, **Infamous** (a 3D library I built on top of HTML5/CSS3D, github.com/trusktr/infamous), JavaScript
- Created a **layout manager** for animating UI cards into different layouts
- Video of part of the User Interface: goo.gl/fZ977J

Globant, San Francisco, CA Nov. 2014 – Apr. 2015

Software Engineer, Frontend Web Development for The Climate Corporation

- Worked with **Backbone.js** and **Marionette** to build modular frontend logic
- Designed interface layouts using **Bootstrap** and FlatUI (HTML5 + CSS)
- Improved map-based apps by replacing the Google Maps layer with a custom map tile layer using **Leaflet.js**
- Made prototypes using **Webpack**, **Gulp**, **Meteor**, **React**, and **Flux**

Federal Reserve Bank, San Francisco, CA May. 2014 – Aug. 2014

Information Security Intern

- **Researched vulnerabilities** associated with USB devices
- Wrote **firmware in C** for Arduino Microcontrollers, converting them into USB keyboards as a proof of concept to show how such devices can be a **security threats** to computers onto which the devices are plugged into
- Researched ways to **prevent malicious devices** from harming a computer

Hewlett Packard, Sacramento, CA Sep. 2013 – May. 2014
Software Developer, Frontend Lead

- Taught the frontend and backend teams how to use **git**
- Taught the front end team how to use **Angular.js** and **Bootstrap**
- Architected a user interface with Angular.js for analyzing large amounts of HP Storage array data
- Designed the layout of the interface with **Bootstrap** (HTML5 + CSS)
- Implemented a system to save the state of reports generated in the interface to the user's hard disk
- Implemented charts and graphs with a **D3.js** Angular.js module

Sacramento Internet Consultant, Sacramento, CA Feb. 2013 – Aug. 2013
Web Developer for fountainsunique.com

- Fixed bugs in an existing **PHP** backend that were preventing users from purchasing products
- **Increased the customer click-through rate** by adding related product info to construction project pages
- Implemented a Gallery page with a grid layout using **HTML, CSS, JavaScript, and PHP**

Sacramento City College, Sacramento, CA Jan. 2012 – Jun. 2012
Web Developer, Technical Lead

- Taught the team how to use **git, WordPress, and Zurb Foundation**
- Architected Sacramento City College's Express student newspaper website at saccityexpress.com
- Designed the site layout to look and feel like a newspaper (**HTML5 + CSS**)
- Implemented the site layout using Zurb's Foundation framework
- Integrated the site design into WordPress
- Connected the site to facebook, twitter, vimeo, and youtube

Clownfish Media, Davis, CA Jan. 2012 – Sep. 2012
Software Developer

- Designed **interactive web interfaces (HTML5 + CSS)** to allow customers to manage multimedia assets, create layouts with the multimedia, and play those layouts on digital displays via remote control
- Made a custom tag-based, color-coded, **file management system** for users to upload and manage media files via the web interface
- Created a highly interactive **calendar** for users to manage the times of the day and days of the week that their media layouts would be displayed on their digital displays
- Created an **extension for Google Chrome** serving as the media player on customers' digital displays

#!/education

California State University, Sacramento, United States Sep. 2012 – May. 2014
BS, Computer Science, Information Security Concentration

- **Full-ride scholarship for studying cyber security as my concentration**

#!/languages

- English (Native)
- Spanish (Fluent)