.: **Chris J Keen**

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.: **Qualifications Summary**

- Front end technologies: JavaScript, SVG, Canvas, HTML5, CSS3, XML / XSLT
- Front end frameworks / libs: Backbone, jQuery (+UI), Prototype, Leaflet, Google Maps, D3, Bootstrap 2-3
- Front end pre-compliers: CoffeeScript, Less , Sass, Stylus, HAML, Jade, Asset Pipeline, handlebars, Jinja
- Server middleware / frameworks: Express JS, Sinatra, Flask, Django, CodeIgniter, JSP, Play!
- Node Build Tools: Grunt, Gulp, Jake
- Server technologies / languages: Node.js, PHP, Python, Ruby, Scala
- VCS: GIT, Subversion, Github Enterprise, GitHub (@zedd45), BitBucket (@zedd45)

.: **Professional Experience**

Keen Concepts   2014 - Present
UI Architect

- Extend Leaflet framework in conjunction with Backbone to make dynamic maps application utilizing GeoJSON spec. This framework depicted energy savings at a household level, displaying extended information via Leaflet sidebar and other plugins.

- Utilized Gulp JS to run continuous tests via Karma. Karma kicked off growl notifications for tests. Implemented common js package management via browserify with pre-compiled handlebars templates and dynamic CSS includes via npm-css.

www.vunify.com

- Combine xCharts and D3 with Backbone and Epoxy to create a dashboard with two-way bindings that re-render an analytics dashboard composed of line charts (xCharts) bar charts (xCharts) pie charts (d3) and a choropleth map (d3)

- Added Gulp JS & Karma + jQuery Jasmine & Jasmine Ajax (building static assets for unit testing, respectively) to continuous integration via Codeship.io (deploying master via Heroku)

- Devised Less file structure of Objects, Modules, and Pages loosely on based on SMACSS

- Harnessed Python's Flask RESTful library to return JSON responses to Backbone sync (GET) calls, and to update MongoDB via MongoEngine for POST and PUTs

- Utilize Python (Flask) to augment an existing JSON API RESt layer, and to upload MongoDB documents to Algolia.com for indexing site search

- Refactored existing Algolia interface using an abstract class in Python that could be easily extended to parse the response for Multi-Queries (cross-collections - in this case, programs, playlists, and "channels") into a single HTTP response for search results

- Refactored Typeahead implementation with multiple adapters for front-end autocompletion

- Created a series of User Playlist tools that allow users to create a playlist of programs, backed by Backbone Collections and Models synced with MongoDB via Flask RESTful. Playlists can be customized with a uploaded hero image via Heroku + Cloudinary.

- Drive Mobile First design with Responsive Web Design techniques

- Added Support for "PyBars" to compile Handlebars templates for use on the Python Flask layer

- Technologies Used: Backbone, Epoxy, Gulp, Less, RWD, Bootstrap 3, Python, Flask, Heroku, Karma, Jasmine, D3

Travel Syndication Technologies   **2013 - 2014**

UI Architect
- Wrapped Google Maps API v3 in require JS component (w/ async module), complete with Backbone Models, Collections & Views to create a cruise itinerary that reflects the output of filtered JSON results, and animates dropping markers for the updated locations
- Created Grunt project settings for Grunt JS + Play integration, and switched Less & Require JS from Play management to Grunt management. This allowed us to ditch Rhino, speeding up compile times by an order of magnitude, and drop the hardcoded version of less in play! which prevented us from using BootStrap 3 in our environment (Play hardcoded the version of less!).
- Integrated Grunt with our SBT process in Jenkins for continuous integration into production
- Created a top level Grunt infrastructure that housed a custom task utilizing Q promises to call npm install, then bower install, then a grunt target (dev / dist) in a reliable, race-condition-free manner. This allows local dev and the build process to use the same top level design for generating assets across all 9+ travel code projects
- Created a "licensee content" project via Grunt JS that allows the "white-label" portion of our business to ingest html components (header, footer, 3rd party CSS etc) and integrates them together into a template, validates the html & css, and then pushes them to a GIT repo which, with Jenkins' help, untars them into dev servers for testing and later promotion to prod.
- Dashboard 2.0 uses Play WebService to fetch the static content from the licensee content (Nginx) server, and cache it via play cache. This allowed us to consolidate our HTML for third parties across development environments, and launch a small script to SCP them to prod.
- Enhanced the TST Search Widget to use "Deep Links," (web service) vs form POST, allowing us to submit (GET) data across [sub]domains. Added additional event registration for 3rd party developers, and focused on UX and design elements.
- SearchWidget 2.0 uses Browserify and the Universal Module Definition to allow for maximum compatibility across our client's websites, while allowing us to modularize our code and stitch dependencies together.
- Technologies Used: Backbone, Grunt, Bower, Require JS, Less, Bootstrap, Play, SBT, Scala, Browserify, Nginx, RWD

Infor / Synergis   **2013 - 2013**

JavaScript Architect
- helped architect the front-end tech stack for Infor Social (Ming.le)
- responsible for architecting and implementing jQuery plugins and page components including:
  - "Smart Dialog" utilizing 'conditional' event listeners when a HTML5 content editable box gains focus. These events include 'tagging' a user by creating a visual asthetic inside of the html element, as well as storing a value in localStorage for processing on the server side when a user commits the message and creating an autocomplete drop down dialog with completion suggestions.
  - HTML5 Bulk FileUpload component with Flash fallback for IE
  - Overlay component with a dialog capable of displaying dynamic content
  - Custom Infinite Scroll component
- All components were created to be "loosely coupled" for use in various, discrete areas
- Consolidated JavaScript file structure and namespacing to reduce maintenance and enhancement overhead. Created a clear separation of concerns in the code.
- Technologies Used: JavaScript, jQuery, Mocha JS, JSON, CSS3, Razor, limited C#

CrowdStrike, Inc   **2012-2013**

Senior Web Application Developer
- Authored an internal API to index malware data using Ruby Sinatra to return paginated JSON responses from DynamoDB, including a file processing queue using cURL & SQS, complete with rspec / rack tests
- Wrapped API calls in a UI using JSONP, Handlebars, and HTML5 validation. Implemented a light-weight, custom infinite scroll handler in JavaScript
- Collaborated on setting up Continuous Integration for ~150 unit tests (client & server) using Mocha JS
- Developed Ember widgets written in CoffeeScript and complied by Asset Pipeline, with Mocha JS tests
- Utilized Ember Data ORM for REST calls, data persistence, and state (loading/error) transitions
- JSON responses populated via Express JS wrappers aggregating data from API calls
- Technologies Used: Node JS, Mocha JS, jQuery, JSONP, CoffeeScript, D3, Ember JS, Handlebars, Ruby, Sinatra, Rspec, Python, DynamoDB, S3, SQS, HTML5, CSS3, Ruby SASS, Bash

Endgame Systems   **2011-2012**

Senior Web Application Developer
- Crafted replacement for Google Earth Enterprise product using OpenStreetMap data and tiles styled in TileMill, served by TileStache, and interactions powered with Leaflet JS. This effort saved ~$500,000 per deployment (the cost of an enterprise license). I created a marker clusterer for leaflet that essentially groups similar points on the map under one SVG circle.
- Optimized solutions / interactions for large data sets filtered through Solr (via Python), including jQuery Flot for charts and jQuery DataTables for rich interactive displays of tabular data
- Technologies Used: SVG, Leaflet, jQuery, Flot, DataTables, Python, Django, Solr, TileMill, TileStash

Weather.com   **2010-2011**

Senior Web Application Developer
- Co-developed the interactive map page, integrating the flash backend API with our JavaScript API
- Integrated Twitter onto the Today page, home page, and two new back-pages. This initiative was speculated to be worth 8-10 million. I developed the SVG / VML interactive 'Tweet Map', and visuals.
- My responsibilities ranged from on-boarding / mentoring of all front-end developers to leading development efforts on ad placement redesigns.
- Created presentations and Demos that led to the adoption of jQuery for the new site redesign.
- Created prototypes for Responsive Web Design and Flexible Box solutions for new pages.
- Harnessed geolocation, touch, and RWD technologies on the "Mobile Web 4" redesign project
- Technologies Used: JavaScript, YUI, Zepto, SVG, JSP, JSTL, Ruby SASS, CSS3, HTML5, TextMate, OSX

AutoTrader.com / AutoTraderClassics.com   **2008-2010**

User Interface Engineer - Team Lead (2008 – 2010)
- Proposed and implemented changes to the code that controls Ads on the front and back end in order to have a consistent, concise, performance optimized solution.
- Ad Serving Subject Matter Expert (SME).
- UIE team lead on several projects, including: AutoTraderClassics.com, Consumer Site Loyalty / MyATC.
- Received the Helping Hands Award from Customer Operations for leading proactive enhancements
- Responsible for managing and maintaining the UIE code review process.
- Sole developer on two site-wide, high profile initiatives (Ads Framework Upgrade, Marketing Homepage

& Header banners), while engaged on a third, mission critical project (Next Generation Model Info), for a total estimated increase of 1.5 million in revenue per year.

- Created UI components for the Model Info page that emit & listen for name-spaced jQuery events and re-render areas of the UI based on the event
- Authored UI controls on the find your car page allowing users to select by body style tiles, and revising the AJAX powered drop-downs that allow selection of make & model
- Created JS controller to power ad targeting changes via AJAX calls for a research page component
- Integrated the Flash "hero" homepage ad and background images for site header into the CMS.
- Encouraged and participated in the addition of jQuery to AutoTrader.com
- Technologies Used: JavaScript, Prototype, jQuery, AJAX, CSS, HTML, Java, JSP, JSTL, JSF, Subversion

Associate User Interface Engineer (2008)
- Received the I Make a Difference award for outstanding dedication to the site.
- Solitary engineer on Maintenance for AutoTrader.com. Responsible for all issue resolutions, including production emergencies. Required to support multiple platforms / browsers.
- Technologies Used: JavaScript, Prototype, AJAX, CSS, HTML, Java, JSP, JSTL, JSF, Subversion, Bash

Intuit Financial Institutions Division   2004-2008

Web Software Developer (2006 - 2008)
- Worked with jQuery to create rich interactions from carousels to dynamic crossfading banners
- Worked with "big tier" banks (**igobanking.com**, **flushingbank.com** etc) to create rich interactions
- After hours support responsible for completion of all SLAs for the day
- Technologies Used: JavaScript, jQuery, XSLT, XML, XHTML, CSS

Quality Assurance Analyst (2004 - 2006)
- Organized and executed the development of intranet resources for training new employees
- Documented and published standard operating procedures for the QA department.
- Technologies Used: PHP, XHTML, CSS

Miscellaneous Consulting   2004-2014

rpmatl.com (2008 - 2014)
- Implemented PHP template to process slideshows, showcases, testimonials, and lead forms
- Created an 'admin panel' for the client to perform CRUD (Create Read Update Delete) operations
- Bulk image upload tool utilizing jQuery Uploadify and custom PHP framework to scale / resize images

Atlantic.net (2012)
- Created a series of jQuery UI powered filters and sliders that dynamically update cloud server configurations from AJAX calls to CI backend
- Created admin panel using jQuery UI + Code Ignitor to allow client to manage prices and labels for the products and filters that appear on the client site

Undisclosed website (NDA) (2011)
- Modified Drupal module to switch transaction processing to SOAP, with custom confirmation emails

HTML5 Video Games (in development)
- Worked with Canvas-based JavaScript API (Impact JS) and CSS Sprites to create an interactive, side-scrolling platformer game, and a single room, respawning entity game

.: Additional Sites
- **artdecostylesandcuts.com** (2010 – Present)

- **lauraleslieblog.com + lauralesliephotography.com[/blog]** (2009 – 2012)
- **screenpledge.org** (2011)
- **transcendcomputersolutions.com** (2010)
- **thehoopfactory.com** (2010)
- **gcmga.com** (2004 – 2006)
- Technologies Used: jQuery, Canvas, Apache, PHP5, XHTML, CSS, GIMP, CodeIgniter, Express JS, AjaxQ

.: Education

A.S., Computer Science   Gainesville State College   Gainesville, GA

- Staff writer for the college newspaper, The Compass.
- Studied upper division Computer Science classes at the University of Georgia (BCS degree incomplete)

W3Schools

- HTML, XHTML, and CSS certified developer