



# Kevin Alford

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Projects <http://github.com/zeroeth> and <http://codepen.io/zeroeth> Blog <http://blog.pixelflow.org>

## Skills

*Languages: Ruby, Javascript, C++, Python, Java, Php, ObjectiveC, C#*

### *Web Development*

6 years Ruby on Rails experience, RESTful web applications and services.  
Node.js/Express and PHP RESTful web applications and services.  
Unobtrusive, accessible and degrading interfaces.  
Semantic HTML and CSS using modern layout frameworks.  
SVG and Canvas interactive graphics.

### *Mobile*

iOS GPS based game engine, Cordova Android web app with native API calls.

### *Javascript*

Single page applications with Backbone.js, 2D Games, 3D Art.

### *C#*

UI, Networking, and Games in Unity3D.

### *Ruby*

Desktop applications, command line, GUI, 2D and 3D OpenGL graphics.  
Game programming, simulations, and AI.

### *Database*

MySQL, PostgreSQL, MongoDB, and ORMs ActiveRecord, DataMapper, RedBean.

### *Testing*

TDD in Ruby, Javascript, and C with a mixture of unit and integration tests.

### *Dev-Ops*

Bash scripting, Puppet server deployment, Travis testing, Vagrant local development images.

### *Teamwork*

Pair programming, Agile development using Pivotal, and Git.

## Education

Florida State College at Jacksonville: Programming AS, General AA. 3.6 gpa 2005-2008

## Interests

Animatronics, puppetry, teaching, game programming, amateur radio, generative music, designing clocks, fractal world generation, photography, and trying new programming languages.

## Personal Projects

Arduino LED Goggles [http://zeroeth.github.io/oculus\\_aethereum](http://zeroeth.github.io/oculus_aethereum)  
Unity3D Gravity Escape game <https://github.com/zeroeth/Gravity-Escape>  
Realistic "Hello World" examples <https://github.com/zeroeth/rosey>  
Minecraft+JRuby maze generation [https://github.com/zeroeth/maze\\_dungeon](https://github.com/zeroeth/maze_dungeon)  
Image color reduction art [https://github.com/zeroeth/shiver\\_me\\_dithers](https://github.com/zeroeth/shiver_me_dithers)  
WebGL clock <http://codepen.io/zeroeth/full/BGmHk>  
Node.js brainwave recorder <https://github.com/zeroeth/brain.json>  
Ruby Magic card stats: <https://github.com/zeroeth/daerb>  
Ruby Asteroids game <http://github.com/zeroeth/nfgrebvqf>  
C OpenGL art: <https://github.com/zeroeth/baubles>

## Employment

Field Day Lab @ UW: UX/Software Engineer. 2013-2015

- **Siftr.org** Social photography app for promoting discussions around UW innovation and culture, using responsive CSS for mobile/tablet/desktop layouts.
- **ARIS** Location based games using an iOS app, php back-end, and javascript web application editor.

Software Assurance Marketplace: UX/Software Engineer. 2014

- **SWAMP** Web application for assisting developers in uncovering vulnerabilities by running static and dynamic analysis tools against their software.

Dock Technologies: UX/Software Engineer. 2013

- **Checkmate** Patient information assistant for Nurses, using phonegap mobile framework

UW Madison Education Outreach Program: Teacher. 2012-2014

- **Web Design Class** Teaching kids modern CSS/HTML5/Grids/Typography/Color.
- **Interactive Media & Electronics Class** Teaching kids how to create reactive electronics and computer graphics with Arduino circuits and Processing code.
- **Game Programming Class** Teaching kids how to make 2d games in their web browser.

UW Madison / Games+Learning+Society: Software Engineer. 2011-2013

- **Ada** Single sign on for students, video game data collection, research and visualization.
- **StudioK** Web curriculum for teaching kids game design with Microsoft's Kodu.
- **TrailsForward** Ecological simulation with tree growth and animal behavior.
- **Magenta** Network event publish/subscribe library for C# games written in Unity3D

Alorus: Ruby on Rails Web Developer. 2011

- **MediaMath Dashboard** Realtime situation display for at-a-glance trends in data being collected.
- **Spreebird Daily Deals** Deal aggregator site, using Paypal, RSS deal feed importing, and geographic searching.
- **CBI** Project management, ticketing and work-flow application with human language date parser.
- **PeerVyne** Social website where people subscribe to 'vynes' and post audio/video content.

Bear Den Designs: Ruby on Rails Web Developer, A/V engineer. 2007-2011

- **Lutheran Medical Center Department of Dental Medicine "Outcomes"** Portal for postdoc dentists to survey and report patient operations performed.
- **ExperienceJax** Events calendar with customizable repeating events, public moderation, and RSS feeds for specific areas of town, or categories.
- **Kuotz** Contractor centric bidding site where customers post jobs. features location based searching, online payment processing, and business verification check api.

Proximi: Ruby on Rails Web Developer. 2009

- **AppAdvice** iPhone app showcase site, created to suggest and review lists of similar applications with REST api access for mobile apps.

Alford Engineering: Audio Engineer. 2003-2013

- **Jacksonville Symphony Orchestra** Recording for archival and radio broadcast.

Florida State College at Jacksonville Baymeadows: Java Web Developer. 2007

- Converted a paper student questionnaire into a web application.
- Access code generator for college textbooks.

Brooks Rehabilitation: Computer Technician. 2007

Sally Industries: Animatronics Animator/Programmer. 2005-2006

- **Reese's Xtreme Cup Challenge** Animate animatronic surfer sports announcers.
- **Great Wolf Lodge in Niagara Falls** Animate musical animal kids show.

Florida State College at Jacksonville Southside: Computer Technician. 2005

Providence School: Computer Technician. 2004-2005