

SUMMARY

Over 6 years of combined programming, database, and web application development experience. I am extremely well motivated with an unquenchable desire to learn. Proven track record of successful, well written, and deployed applications. I like object oriented design and have been expanding my understanding of design patterns.

SKILLS

Languages:

- Proficient in: PHP 4.x/5.x, JavaScript, HTML, MySQL
- Intermediate skills: AJAX, CSS, DOM, Perl, XML, PEAR, PECL, JQuery, YUI, RegEx, MVC, Java
- Familiar with: C/C++, C#, Ruby, UML, XSLT, SQLite

Software:

- Database: MySQL 5.0, relational database structures, PHPMyAdmin
- Editors: Komodo Edit/IDE, Eclipse, Notepad++, Vi/Vim, some Visual Studio
- Source Control: CVS, Subversion, Perforce
- Tracking: Pivotal, Trac, Bugzilla, FogBugz
- Platforms:
 - Microsoft Windows – XP, Vista
 - Linux – Fedora Core 4, CentOS 5.x, Ubuntu 7.x/8.x/9.x
 - VMware – ESXi/Infrastructure Client, Workstation, Player

EXPERIENCE

Lead Web Developer – Dev Team

Domaintools, LLC/Thought Convergence, Inc. – Seattle, Washington

July 2009 – Present
www.domaintools.com

- Complex Refactor – Work on converting a large code base (30,000+ lines of code) to use a new membership package system inside a modular, object-oriented in-house developed framework system which has MVC characteristics. Transform immature areas in code to architectural implementations which observe best practices in security, stability, and scalability.
- High Volume, High Scalability – Maintain and improve current site code, systems, and structure while providing extremely fast responses for massive 1,000,000+ (Alexa.com rank 194, March 2010) hits per day of traffic utilizing things like co-location, memory resident databases, and highly efficient code.
- Lead Developer – Lead a team of web developers to produce quality software at predictable intervals. Own the DomainTools code base enforcing a high level of code quality and standards through code review and helping steer major architectural decisions. Create a professional working environment built upon mutual respect and foster curiosity to encourage developers to grow.
- Agile Development – Embrace Agile development working with Project Manager and team to plan/estimate deliverables, react to business and incidental challenges, and maintain Sprint velocity.
- Systems Architecture – Worked on designing and implementing an order/product system which will allow fluid changes and updating for the sales team and the end users. Implementation used an object oriented structure with use of a couple design patterns.
- Team Work – Helped in the planning, designing, and implementing of payment systems and API overhaul including credit card gateway and rebilling systems.
- Documentation – Helped plan and initiate documentation effort including of systems, projects, procedures, and products.

- Database Architecture – Independently designed and implemented efficient, relational MySQL databases for use with several web applications. Wrote several chronologically triggered Perl scripts to report data and create data files to reduce query volume as a form of caching.
- Automation – Designed and implemented applications to automate processes such as a thumbnail generation tool and dynamic images used to build a card based game used at conventions; drawing from XML data sheets also involved merging images, alpha blending, and custom created character mapping.
- Tournament Ladder – Sole developer in creating a fast, feature rich tournament ladder on the Guildwars.com website. Features include database abstraction layer using MySQL's stored procedures, AJAX driven display for usability, automatically generated statistics, dynamic images and graphs.
- Localization - Parsing XML documents, developed applications to dynamically change content depending on the user's language settings. Coordinated with the localization team to develop an efficient and flexible authoring, localization, and deployment system for content available in five to nine languages.
- Public Event Web Forms and Applications – Sole developer in creating a public gaming event meeting search tool with web form. Users could register to host events internationally and/or search for areas which they could attend or support. Created a voting system with which polls can be created and deployed within a few minutes. The polling system included voting mechanisms that relied on a combination of IP, cookie, and/or session based logging. Also created front end and back end of e-mail list subscription application/database architecture.
- Backend Administration – Sole developer in creating multiple administrative applications for use internally at ArenaNet with which employees use to add, edit, delete and search through data used by public web applications. Wrote several scripts to migrate, merge, scrub, and/or tabulate data such as newsletter subscription lists.
- Guild Wars Ladder API – Designed and implemented RESTful API capable of delivering XML, JSON, and serialized PHP to requesting entity through URL GET requests. Utilized memcached to cache datasets.
- Guild Wars Xunlai Tournament House – Designed and implemented a fantasy sports type application using socket based authentication scheme to bring game log-in to the web site. Users can log in and drag and drop their contestants of choice into the top 8 and win prizes in game. Scripts then gather and collate data into GUID/point CSV file which are imported into game database.
- Development Environment – Installed, configured, and administered several virtual machines running Apache, PHP, and MySQL used for developing and testing code before deployment to exactly simulate live environment. Deployed stored procedures, database backup, table optimization, and restoration. Also coordinated with hosting team to deploy additional libraries to facilitate expanding needs of development. Moved all code base to Perforce from no version control.
- High Traffic & Reliability – All systems had to be available 24x7 with 100% reliability. Constant monitoring of logs and other system features put in place. Worked with administrators to create scalable solutions like Puppet to quickly deploy multiple servers, changing MediaWiki change log scripts into cached files, added caching servers for images, and other solutions to prevent failures on our public web presence especially during high loads caused by events such as announcements.

- Database Analysis – Maintained database integrity with analysis and direct database manipulation. Data recovery and verification post replication failures.
- Customer Service Interface – Sole developer both maintaining existing code and architecting new code for a primary internal web based customer account application. New development includes an internal multi-currency, business rule enforcing web based order form interfacing with payment processors (i.e. Payflow Pro).
- Database Re-factoring – Core team member in a database re-design project. Major contributions included assessing, documenting and diagramming existing applications using loose UML guidelines.

- Backend eCommerce – Gained understanding back-end billing applications for on-call disaster recovery plan and actively participated in implementing the plan. Key areas of understanding included script locations, optional command arguments, and log files all used to start and stop the process of a monthly subscription based system.
- SOAP Re-factoring – Assisted development staff in re-factoring Simple Object Access Protocol code to include new objects to integrate efficient logging methodology into SOAP calls.
- Documentation – Documented existing applications and new applications using loose UML flow diagrams and hierarchy charts.

OTHER

Member of Association of Computing Machinery (ACM)

2006 - Present

Co-Founder MokaSocial, LLC

2009 - Present

- Flicka – Android application for Flickr (www.flicka.mobi)

References available upon request.