

## SUMMARY

Over 7 years of combined programming, database, mobile, 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. Have flourished in groups both small and large, independently, and in varying levels of leadership and responsibility. I like to expand my horizons and am excited about the future of the mobile arena.

## SKILLS

### Languages:

- Worked with: Java, PHP 4.x/5.x, HTML, SQL, JavaScript (AJAX, JQuery,YUI), CSS, DOM, Perl, XML, PEAR, PECL, RegEx, MVC, C, C#, JSON
- Familiar with: C++, Ruby, UML, XSLT, Ant

### Software:

- Database: MySQL 5.0, SQLite, relational database structures, PHPMyAdmin
- Tools: Komodo Edit/IDE, Eclipse, Notepad++, Vi/Vim, Robotium, Monkey, JUnit, DDMS, ADB, some Selenium, some Visual Studio, WireShark, PHPUnit
- Platforms: Apache 2.x, Tomcat, Android SDK 1.6/2.x,3.x, GoogleTV
- Source Control: CVS, Subversion, Perforce
- Tracking: Pivotal, Trac, Bugzilla, FogBugz
- Environments:
  - Microsoft Windows – XP, Vista, 7
  - Linux – Fedora Core 4, CentOS 5.x, Ubuntu 7.x/8.x/9.x/10.x
  - Mac – OSX 10.6
  - VMware – ESXi/Infrastructure Client, Workstation, Player

## EXPERIENCE

### Senior Software Engineer

*Zumobi Networks – Seattle, Washington*

December 2010 – Present

[www.zumobi.com](http://www.zumobi.com)

- Mobile Application Development – Brainstorm, discuss, and work with the other developers to develop a sophisticated, well thought out, and well designed mobile applications. Short iterative deployment cycles.
- Applications – Developed and deployed to the market: Sporting News NBA (Android), Meet the Press (Android), and Parenting Ages & Stages (Android).

### Co-Founder, Lead Programmer

*MokaSocial, LLC – Seattle, Washington*

November 2009 – January 2011

[www.mokasocial.com](http://www.mokasocial.com)

- Mobile Application Development – Architect and develop mobile applications using the Android platform watching for things like thread safety, caching, and intuitive user interface design. Short iterative deployment cycles. Brainstorm, discuss, and work with the other co-founders to develop a sophisticated, well thought out, and well designed mobile applications.
- Innovation – Created a compiled library which will allowed us to rapidly build and deploy apps within a matter of hours given design.
- Three-fold Testing – Using a combination of Robotium (Selenium for the Android SDK), Monkey (random button mashing and phone interaction), and JUnit unit tests ensure an extremely low crash and freeze rate on deployed applications.
- Business Development – Actively participate in calls with various potential clients, interact with clients, negotiate with potential investors, and found a company from the ground up. Lead development and establish practices.
- Applications – Developed and deployed to the market: Flicka (Android), iHeartCelebs (Android), Gadgetopia (Android), DSGN (Android), Gimmie! Travel Deals (Android), Gimmie! Shopping Deals (Android), iHeartFood (Android), iHeartApple (Android), iHeartFood(Android), and RentNotices (Android/iOS).

Lead Web Developer – Dev Team  
*Domaintools, LLC/Thought Convergence, Inc. – Seattle, Washington*

July 2009 – October 2010  
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.
- 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.

Web Developer – Web Team  
*ArenaNet – Bellevue, Washington*

June 2006 – June 2009  
www.guildwars.com  
www.arena.net

- 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.
- Web Applications – Sole developer in creating a fast, feature rich web applications 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, and TCP/socket communication.
- 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.
- 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.
- 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.

Programmer – Server Development  
*eAcceleration Corp – Poulsbo, Washington*

January 2004 – June 2006  
www.eacceleration.com

- 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 architect 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 – Worked on re-factoring Simple Object Access Protocol code to include new objects to integrate efficient logging methodology into SOAP calls. Fix various open bugs and problems with error handling.
- Documentation – Documented existing applications and new applications using loose UML flow diagrams and hierarchy charts. Also documented and participated in on-call monitoring of various critical systems.

## **EDUCATION**

Pacific Lutheran University (CS)  
Olympic College (CS)

1997-2000  
2007-2008

## **OTHER**

Member of Association of Computing Machinery (ACM)  
Active member of GTUG, Android Developers, and StartPad meetups  
References available upon request.  
Code samples available upon request.

2006 - Present  
2010 - Present