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<b>Objective</b>	I design. I code. I architect. I want to use those skills in radical ways to create simple and elegant user interfaces that carry over from prototype to product and deliver exceptional end user experiences.
<b>Skills</b>	JavaScript, AngularJs, Ionic, Photoshop, Grunt, NodeJs, Ext-Js, PHP, jQuery, Backbone, Bootstrap, Java, ASP.Net, C#, C++, REST, Jira, Jenkins, Confluence
<b>Work History</b>	<p><b>User Interface Consultant 4/2014 – Present</b> StreetDeck LLC Rescue poorly performing and outdated user interface projects for several clients. Propose new UI designs, experiences, and complementary architectures using high fidelity mockups and prototypes. Work with team members to create standards and automated processes for highly productive, scalable, and stable code using the latest javascript technologies.</p> <ul style="list-style-type: none"><li>• Replaced 3 teams with one by designing and building a cross platform responsive mobile web application powered by AngularJs to replace a badly architected project by a previous contractor.</li><li>• Rebuilt a secure patient centered chat application using AngularJS with IE7 compatibility for Dr First in under 3 months that a previous team took over a year to build very poorly.</li><li>• Delivered an Ionic based mobile prescription management application using half the client’s resource estimates.</li></ul> <p><b>Senior Architect 03/2013 – 4/2014</b> FireJack Technologies Took in concepts from clients, analyzed use cases then developed unique and engaging user experiences starting with specific requirements documentation, wireframes, and working design mocks. Followed by brisk, well documented, and scalable code implementations. I implemented the less obvious or intricate parts of the code at first and then mentored others in implementing the rest to reach the exact concept to meet the client’s goals. I analyzed internal and external projects for usability, performance, and quality from the top down and provided guidance on how to improve and trained others in the latest web technologies.</p> <p><b>User Interface Architect 02/2011 – 02/2013.</b> Millennial Media Architect responsible for all internal and external user interfaces. Built the design and development teams from zero on-shore UI developers to over 20 and lead the UI teams during a successful rise from a \$200 million valuation to a \$2 billion IPO. Created high-level architectural specifications, ensured feasibility, functionality, scalability and integration of user interfaces with services. Helped design and advise other developers on best user interface practices, facilitate code and design reuse, served as a liaison between business and engineering, implemented framework level code, implemented patterns for enterprise wide</p>

application development, and designed a code library for UI development.

**User Interface Architect 05/2008 – 02/2011.**

AOL (America Online)

Worked on several projects related to the AOL advertising platform. Led rearchitecture of the UI platform from an ASP.Net application connected to a WCF services backend to an Ext-Js front end and RESTful service backed resulting in significant improvements in performance, code maintainability, and implementation time.

**Vice President of Software Engineering 09/05 – 2008.**

MP3Car.com

Designed, and implemented navigation system software with Bluetooth phone control, video, music, and various internet connected capabilities as a complete in-car UI. Tasked several developers to implement features for specific clients, including Intel, Toyota, and VW. Developed prototypes and core software in a deadline-driven startup. Worked directly with clients to develop custom versions. Designed and developed application in C++ from scratch to a system of several hundred thousand lines of code over several years.

- Sold close to \$2 million worth of software and software services over 2 years.
- StreetDeck powered the VMOD embedded computer which won the Best New Mobile Electronics Product at the 2006 SEMA Show.
- Paul Otellini, the CEO of Intel, gave his September 2006 keynote at Intel Developer Forum featuring StreetDeck software.

**Software Engineering Associate 06/03 – 08/05.**

Lockheed Martin Mission Systems

Programmer for the Computer Incident Response Team (CIRT) at the Department of Housing and Urban Development (HUD). Designed and built a system for computer security incident recording, incident handling, and report distribution.

**Graduate Teaching Assistant 09/02 – 05/03.**

Virginia Tech

Assisted professor through tutoring, grading, and class administration in Professionalism in Computers and an Introduction to C++ course.

**Computer Programmer and Systems Integrator (Part Time) 05/98 – 08/02.**

Metcom Inc.

**Education**

*Virginia Polytechnic Institute and State University (Virginia Tech) 08/98-06/03*

**M.S., Computer Science (3.6 / 4.0)**

Courses: Digital Picture Processing, Artificial Intelligence, Human Computer Interaction, Network Architecture, Information Retrieval, Algorithm Analysis.

**Thesis:** Input Methods for In-Vehicle Information Systems

**B.S., Computer Science, Minor: Mathematics (3.5 / 4.0)**