FRONT END DESIGN/DEVELOPER

To setup an interview please contact Ashley@planet4it.com Today!

PROFILE

Expert web designer / architect with over 12 years of studio and corporate experience across multiple industries including broadcast, gaming and online advertisement. Excellent communication skills and collaborative development experience on various platforms. Expert developer who specializes in robust, highly scalable and high volume web products

EDUCATION

2002	University of Waterloo - BMath Computer Science
2005	Strategy and Leadership - Centennial College
2004	Management Leadership Skills - Centennial College

TECHNOLOGIES

AS3, Flash Builder, AIR, PHP 5, C/C++, ASP .NET, Coldfusion, OpenGL, SDL, Smarty, Redis, NodeJS, Javascript, JQuery, MySQL, MySQL WorkBench, Membase, MongoDB, PostgresSQL, UNIX, Linux, Apache, AMFPHP, SOAP, REST, JSON, XML, AJAX, HTML5, CSS3, Java, Facebook API, Zynga API, Groovy, Grails, Intelli J IDEA, Perforce, P4, PHP Zend Framework, Subversion, Git, REST APIs, OOP, MVC, Database Schema, Game Design, Team Lead, Tech Lead, Scrum, Agile, Social Experience, Flash Games, Leadership, Management, SDLC, Box2DFlash, Isometric Engine, Mobile Development

PROFESSIONAL EXPERIENCE

August 2014 To Present	Major Broadcasting Company Oakville, Ontario SENIOR USER INTERFACE SOLUTION ARCHITECT

Hired to design, document and implement a streaming templating engine for a new nationwide HD broadcast beginning 2015. The software implementation will be installed on over 1600 field screens supplying nationwide coverage of real-time updates.

- Worked closely with all major department heads such as art/UI, data migration, systems as well as with non-technical stakeholders and advised on both technical as well as visual modifications to the system all the while managing expectations and deliverables. Streamlined project timelines at each stage.
- Working closely with the mobile development team to port newly created Flash-based broadcast templates to mobile web using AngularJS.
- Conducted training and knowledge transfer sessions with co-workers to improve template development. Initiated detailed technical documentation procedures outlining architecture specifications, modifications, and limitations.
- The essential technologies utilized were AS3, PHP, MySQL, and CasparCG. The architected solution consumed XML and JSON data files while adhering to hardware limitations requiring very efficient script logic (ie RAM and CPU usage constraints).
- Independently developed load testing scripts and pre-production tools for usability scenario simulations, to ensure proper data migration, mitigate errors handling and loss of connectivity scenarios and to ensure a 24/7/365 uptime. Increased QA productivity by 100%.