

John Goldsmith

Full-stack Web Developer & Designer

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Objective

To obtain a position in which my unique ability to both develop and design web applications may be fully utilized to create aesthetically pleasing products that people love to use.

Technical Proficiencies

Ruby	PHP	REST
Rails	CodeIgniter	RabbitMQ
Sinatra	WordPress	Jenkins
HTML5	Joomla	Yeoman
CSS3 (Sass / Less)	Drupal	Bower
Bootstrap	Zend Framework	Photoshop
jQuery	MySQL	Illustrator
JavaScript (CoffeeScript)	PostgreSQL	Mac
AngularJS	Git	Windows
Grunt	UI / UX	
NodeJS	TDD / BDD	

Certifications

CSM - Certified Scrum Master (Sep 2011 – Present)

Experience

Sleepy Giant Entertainment (May 2012 – Present)

Lead Software Engineer, Director of Product Design, Scrum Master

- Transitioned from a frontend developer to a full-stack lead engineer.
- Fulfilled a lead technical role by writing both server- and client-side code, performing code reviews, writing technical specifications, executing deployments, building and documenting REST APIs, and participating in Scrum planning meetings.
- Developed web applications using Ruby on Rails, MySQL, Sinatra (REST APIs), CoffeeScript, Sass, and HTML5 for clients such as ZeniMax Online, Disney, Activision, FOX, BBC, Ubisoft, Robot Entertainment, and National Geographic.
- Contributed as an active developer to an e-commerce administrative platform that included features such as account management, third-party payment provider integration, digital storefront, coupon and promotion code system.
- Directed design and UI/UX for new complex event processing product, including creating wireframes, style guides, UI components, user flows, public-facing marketing website, and email templates.
- Worked directly with Product Managers, QA, designers, and executives to build and deliver feature-rich web applications.
- Implemented and maintained Scrum methodologies to improve quality, efficiency, and realistic deliverables within a timeframe.

DealerSocket (Jun 2010 – May 2012)

Lead Frontend Developer, Lead UI/UX Designer

- Designed iOS and Android mobile applications, including creating graphical storyboards and flowcharts.
- Worked directly with Product Managers, Engineers, QA, and off-shore engineers to ensure UI and frontend standards were met and maintained throughout product iterations.
- Created and managed all graphical assets, including implementing cross-product stylesheets and client-side scripts.
- Contributed as a shared resource to several Scrum teams by attending multiple daily progress and planning meetings.
- Introduced cross-browser compatibility strategies and promoted MVC architecture.
- Led the company through first-ever core product redesign by developing functional prototypes, creating style guides, and directing executive design reviews.
- Redesigned and developed public-facing website using a PHP MVC framework, including directing executive design reviews.
- Designed and developed functional prototypes for HTML-based mobile portal.
- Managed and delivered all web-related Marketing tasks, in addition to all UI-related Development tasks.
- Collaborated directly with Creative and Marketing Directors to produce professionally themed artwork for annual tradeshow.
- Developed web-driven data-capture and tracking tools for the Sales Team to be utilized during annual tradeshow.
- Implemented and tracked web analytics and SEO strategies.

Joico/ISO (Mar 2009 – 2010)

Graphic Designer, Web Designer & Developer

- Designed and developed LAMP-based web pages, Flash media, and email templates.

Icon-Marketing (Mar 2009 – 2010)

Web Designer & Developer

- Designed and developed LAMP-based websites

Media Portfolio (Nov 2007 – Feb 2009)

Graphic Designer, Web Designer & Developer, Project Manager

- Designed, developed, implemented SEO and analytics, and maintained LAMP-based websites for various companies including realty developers, data security, car insurance, and mobile phone application developers.
- Secondary tasks included editing video, designing and animating lower-thirds, branding and company identity, and designing print material such as banners, postcards, and brochures.
- Managed scheduling for individual projects and the integration of multi-project schedules.

Education

Loyola Marymount University: Los Angeles, CA (Aug 2003 – May 2007)

BFA in Animation, Minor in Studio Arts