**Brian Kueck**

Technical Director / Manager / Technical Architect / Lead Web Developer / Sr. Web Developer

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**Executive Overview**

Highly skilled Vue.js web developer & designer with 20+ years of experience has solved complex challenging problems. Built a lucrative revenue generating website as a manager. Proven track record of leading engineering teams, generating revenue, increasing profits, improving employee satisfaction, implementing web security features & increasing page load times, which increased SEO/SEM income.

**Professional Summary**

Brian is a highly skilled developer & web designer, who specializes in full-stack development using whatever technology, which the client requires but prefers using JavaScript, PHP & Vue.js. Brian has programmed in 13 computer science languages. Brian is experienced in art, plus front-end & back-end coding, plus database table design & building stored procedures (SPROCs).

Has been employed full-time by: AT&T (5 years), Disney, NextGen Healthcare & MIND (5 years). Has been a contractor at: E! (NBCUniversal), Experian, Fox Studios, NASA & start-ups like Local.com!

Brian has been using PHP to build a fully working search engine between job assignments & after hours to keep his coding skills sharp. Search for pizza or art at <https://www.clomp.com>

**Career Highlights**

1. Created an educational video game to teach Absolute Values to 6th graders at MIND Education.
2. Designed & Built the Teacher Education Console for 3 years at MIND Education using Vue.js.
3. Worked on NASA’s Send Your Name to Mars website, which was used to put 2,400,000+ names onto the Mars Insight lander spacecraft using stereo lithography technology.
4. Worked on Acura’s 2016 Super Bowl website, where the URL to it was showcased on TV.
5. Reduced Local.com’s page loading times, which increased their revenue.
6. Built a lucrative revenue website at AT&T, as a full-stack web development manager & DBA.

**Technical Skills**

Art & Design Adobe Illustrator, Photoshop, QuarkXPress

Front-End Languages CSS, HTML, JavaScript, JSON, JSONP

JavaScript Frameworks Angular JS, Aurelia JS, React JS, Vue JS

JavaScript Libraries Backbone, Bootstrap, Dojo, jQuery, Material UI, Modernizr

Object-Oriented Programming JavaScript, PERL, PHP

Back-End Languages ASP, CFML, JSP, PERL, PHP, SQL, XML

Back-End Technology AJAX, OAuth, REST API, URL Link Encryption, Web Sockets

Database (SQL) MySQL, Oracle, PostgreSQL, SQL Server, Stored Procedures (SPROCs)

Database (No SQL) Firebase, MongoDB

Web Servers Used Apache, Cold Fusion Server, IIS, Node.js, Tomcat, XAMPP

DevOps Docker, Git, Gulp, Hg/Mercurial, NPM, SVN, Vagrant, VNC

Operating Systems Linux (Red Hat, Ubuntu), Mac OS, Windows

**Professional Work Experience**

10/2019 – 2/2025 Sr. Web Developer

*(5 years 4 months)* MIND Research Institute / MIND Education (full-time employee)

+ 8/2019 – 10/2019 Contractor through JobSpring Partners (1.5 month contract-to-hire role at MIND)

Achievements

* Won 2x Core Value Awards at MIND Research / MIND Education.
* Built an interactive educational video game, which teaches math (absolute values) to 6th grade students in a math classroom setting.
* Learned to create & build SVG animations through JavaScript programming.
* Built client-login website upgrades using vanilla JavaScript.
* Enhanced the Content Management System (CMS) using PHP.
* Build the Teacher Educator console application for 3 years using HTML, JavaScript, CSS & Vue.
* Worked on the Student Education console experience for 1 year using HTML, CSS, JavaScript & Aurelia.
* Implemented Planning Poker at work for our game developers. It was used for group average pre-planning estimations - using Fibonacci numbers - to create project estimations for our game development sprint cycles. Those estimations would be reported back to the art design team to adjust & reduce the programming scope & make the art designs simpler, before commencing build-outs on game projects.
* Performed accessibility enhancement tuning on MIND's Educator Console using Google Lighthouse & Deque Systems' Axe Tools to make the site more accessible & faster at loading pages.
* Assisted the HR Department’s Employee Motivation Team with quarterly events, such as employee games & team events.
* Worked with variety of departments, such as Engineering, QA, Art, H.R. & I.T.
* Supported the Technical Support department with expert Tier 3 end-user application support.
* Supported multiple Vice Presidents with programming skills & expert Tier 3 end-user application support.
* Supported various marketing department personnel, including account / customer relationship managers & executives.
* Programmed Game Assets using JavaScript.
* Built major new feature sections of the Educator Console Application, which teachers, school administrators (Vice Principals, Principals), district administrators & parents/guardians can use to see how well their students are doing in our math based game curriculums.
* Worked on upgrading STMath.com (Spatial Temporal Math) when we moved it away from Flash & converted everything into using JavaScript for the Math Games, Journey Bridge & Educator Console.
* Built the Quiz System, which allowed students in 2nd through 8th grades to take a pre-quiz, before playing an objective & a post-quiz after playing through the objective. Objectives are a collection of games, which are a collection of levels, which are a collection of puzzles, which are individual math problems to solve.
* Implemented search technology for finding objectives faster.
* Worked on rebuilding the educator website, using the Vue/Nuxt JavaScript framework & Docker.
* Worked on upgrading an internal employee website, using PHP.
* Worked on upgrading the student website & educator website, using the Aurelia JavaScript framework.
* Use Vue, Nuxt, Git & Atlassian Jira & Bitbucket on a daily basis. Sometimes use SourceTree.
* Participate in planning committees for employee team participation / motivation events & affinity groups.
* Worked with AWS S3 buckets.
* Work with 2 younger front-end & 2 younger back-end developers.
* Started as a contractor through JobSpring Partners / Motion Recruitment in 8/2019. Then flipped full-time permanent after 1.5 months on 10/2/2019.

4/2019 – 7/2019 Technical Architect

*(3 months)* Fox Corporation (Fox Studios / New Fox)

Achievements

* Worked as a technical lead on a 2nd contract project for Fox Studios, through Larsen & Toubro Infotech Limited & Graygraph Technologies, LLC.
	1. Performed 685 commits into our Bitbucket code repository, in the first 4 months of the project, which was more than double what the 2nd most performing developer delivered!
	2. Built core technology, which created a data retrieval bridge between a new React frontend platform & a previously developed backend Vue Node.js server thus reducing the need to rewrite any authentication code.
	3. Worked on 3 major sections of the application, adding enhancements, features & utility methods as appropriate.
	4. Co-lead an off-shore team of 9 UI developers, as the on-shore UI Technical Architect.
* Worked as a primary server administrator for a new sales platform at Fox.
	1. Setup multiple servers (Sandbox QA, Sandbox UAT, Fox Managed Dev, FM QA, FM Prod)
	2. Deployed code to all servers (SB AI, SB Dev, SB QA, SB UAT, FM Dev, FM QA, FM Prod), sometimes which required overnight work... like deploying to Production.
	3. Trained an off-shore lead developer how to deploy code to the new servers.
	4. Used Jenkins & Docker to set up an automated Continuous Integration (CI) / Continuous Delivery (CD) cron job process to deploy code to the dev & QA servers.
* Worked as the primary developer operations (DevOps) build manager for our code deployments.
* On-boarded 3 on-shore resources, including 2 UI developers & 1 QA Intern.
* Worked with a large off-shore team on a daily & nightly basis.
* Worked as a liaison between the Fox executives & project managers and our off-shore team.
* Supported a plethora of critical requests from Fox executives & project managers, including production issues.
* Implemented server-patches / hot fixes, as needed.
* Worked with React, TypeScript, Vue.js, Less, SASS/SCSS, WebPack & AWS technology, such as SageMaker, Jupyter & Secrets Manager.

4/2018 – 1/2019 JavaScript Developer

*(9 months)* Twentieth Century Fox (Fox Studios / Old Fox, which was sold to Disney)

Achievements

* Worked my 1st contract through Apex Systems, Inc. at Fox Studios, AKA Twentieth Century Fox.
* Worked on building a studio delivery asset pipeline website for internal Fox department clients.
* Enhanced a Material UI table component & integrated it into 3 different pages.
* Fixed the existing code to reduce the page loading speed from 45 seconds down to 1–2 seconds.
* Enhanced the API to fetch data from external RESTful systems.
* Fixed & enhanced the existing Cron Job system. It was previously locking up at 100% CPU usage in production with large datasets, but now it runs at less than 3.0% CPU usage.
* Used Meteor, Blaze, JS, React JS, Material UI, Mongo, NPM, Node, Linux VMs & Git.
* Wrote 232 unit tests to confirm that the JavaScript code was working properly.
* Organized an intra-department social event to allow our development team to meet the business people from the other departments, which fell underneath our chief executive’s multi-department oversight umbrella.

1/2017 – 2/2018 Sr. Full Stack Software Developer

*(1 year 2 months)* Cirrus Insight

Achievements

* Worked as an Angular 1.x UI developer building Salesforce integration features in Gmail.
* Worked on adding an additional CRM into the existing product offering.
* Built features such as: Infinite Scrollbar pagination upgrades, Personal Scheduling Pages for creating new calendars & Email Template upgrades for using templates in emails.
* Wrote unit tests for the UI code.
* Worked with PHP 7, Node JS, NPM & GitHub, in an OSX environment.
* Attended various social events – such as escape rooms – with the team, after work.

8/2016 – 12/2016 Lead Web Developer

*(4 months)* JobzMall Inc.

Achievements

* Worked my 2nd of 2 contracts through Robert Half International Inc.
* Began architecting a new Human Resources hiring portal Single Page Application (SPA) for a start-up company, using PHP 7 & native JavaScript, native CSS & jQuery.
* Recruited & hired 3 other web developers to assist me in building the JobzMall H.R. hiring portal.
* Built 3 PCs for a file server & for 2 other developers to be used as their primary workstations.

2/2016 – 6/2016 Sr. Full Stack Software Developer

*(4 months)* iBASEt

Achievements

* Worked my 1st of 2 contracts through Robert Half International Inc.
* Built 10 React JS6/ECMAScript 2016 components using Facebook’s React JS library.
* Transpiled ES6 to native JS code using Browserify, Babelify, Uglify, etc.
* Added React-Router & wired up Backbone’s Ajax calls & Promises.
* Upgraded the DevOps Gulp task runner, using Node.js & NPM.

10/2015 – 1/2016 Technical Director

*(3 months)* SapientRazorfish

Achievements

* Built Acura’s 2016 Super Bowl car ad website & a Future Vehicles website for trade shows.
* Worked my 3rd of 3 contracts through Crescent Solutions.
* Built Responsively Designed web pages, from Photoshop PSD files for 2 of Razorfish's clients.
* Built a Horizontal Slider Component using JavaScript for Razorfish's new Automobiles Platform.
* Built a responsive web designed website.

3/2015 – 10/2015 Sr. Web Developer

*(7 months)* Raytheon Company

Achievements

* Enhanced & built components for the NASA Send Your Name to Mars website, using CFML & JavaScript. The Facebook component allowed web visitors to place their name onto the Insight Lander spacecraft before the rocket launch to the planet Mars. There are 2,400,000+ names on the spacecraft. The JavaScript visitor map components showed where people were registering from in the USA & around the world.
* Worked my 2nd of 3 contracts through Crescent Solutions.
* Worked on a prototype of a top secret military project for the United States Government, through Raytheon Web Solutions. Mainly focused on internal HTML, CSS & JavaScript work.
* Worked on building a new internal Resume Hiring Database Program for Raytheon to replace a legacy hiring application, using HTML, JavaScript & CSS sprite maps.
* Worked on NASA’s EarthData website, using Ruby on Rails.
* Built a responsive web designed website.

5/2014 – 2/2015 Sr. Web Developer

*(9 months)* QSI Management, LLC

Achievements

* Worked directly for NextGen Healthcare (which QSI Management LLC owned) as a full-time employee.
* Worked remotely with the NextGen team in Austin, Texas at another QSI owned company in Costa Mesa, called Mirth.
* Upgraded the Global Search UI screens to add additional menus, improve fly-outs & action menus and links, to help users get to their destinations faster by reducing application click-trails into single link clicks.
* Performed 30 architectural upgrades on the Global Search’s JavaScript, HTML & CSS AngularJS code base, to fix problems that using the Angular’s JS library has created like:
	+ Creating services/factories, as functions in controllers weren’t easily shareable between controllers;
	+ Fixing directive shortcuts, which should have been built as JavaScript functions instead of HTML attributes;
	+ Dealing with multiple nested $scope & $scope.parent problems, which the library automatically creates, etc.…
* Proactively created 260 additional tickets, for fixing bugs & creating new improvements, which QA didn’t find.
* Performed 45 code refactoring upgrades, including adding speed enhancements for faster rendering purposes in Chrome.
* Committed 510 code patches to continuously add improvements, reduce bugs, change designs, switch JSON objects & build new features, like:
	+ Adding additional search categories, search rows, fly-outs & action links into the Global Search results.
	+ Changed the look & feel from “pretty” to both “pretty” + “functional & useful”. Rather than simply looking like a good sizzle product demo piece, the Global Search now reduces the need to follow 4, 5 or 6+ mouse-click trails in the application. A single search results link click, will now take the user deeper into the application.
* Implemented Node.JS & UI permissions-based security features into the application.
* Identified Serious Flaws in the Application Architecture:
	+ Identified a list of 11 known hacking tactics to the team, to showcase how to harden a website against incoming hacker attacks.
	+ Identified 11 additional automated testing strategies, for optimizing the website for speed, stability & improved usability.
* Created a Patient Search Component, which creates a consistent look & feel for the Global Search & the Registration Dialog’s 2 search panels. Other additional areas of the application are slated to receive this upgrade as well.
* Fixed back-end data formatting inconsistencies, with the JSON RESTful API.
* Wrote MongoDB parsers, to extract data from Mongo’s poorly formatted “stringified” JSON Blob.
* Built the FitBit data import features, using the Fitbit.com 3rd Party API for a sales convention center “Show & Tell” piece.
* Working with the UX Team, DevOps Team, DevTeam, Business Analysts & others to define & create a fantastic website for the Healthcare Community!
* Guided the UX team in creating comps using Adobe® Illustrator®.
* Guided various QA team members in how the application should work & what to test out.
* Created UI Design Comps in Photoshop, for building new features & application improvements.
* Used AngularJS, Solr, Node.js, Photoshop, HTML 5, SASS, CSS 3, jQuery & JavaScript, Vagrant, Node.js, Python & Linux to compile the localhost server, on a daily basis.
* Studied GIT, as we move away from using Tortoise SVN for our version control software.
* Use Atlassian’s suite of products for agile team development & QA purposes, including: Jira, Crucible, Source Tree, etc…

3/2014 – 4/2014 Director of Development

*(1 month)* ELA Advertising

Achievements

* Direct contract, no recruiters.
* Performed Part-Time Freelance Web Development Work for ELA Advertising’s Clients.

3/2012 – 2/2014 Lead / Senior Web Developer

*(2 years)* NBC Universal

Achievements

* Worked my 1st of 3 contracts through Crescent Solutions.
* Worked as a Web Architect (under the Sr. Web Developer title) on the Eonline website.
* Worked with 2 younger developers & encouraged them to become better programmers, by teaching them through Lunch & Learn presentations. Used Microsoft PowerPoint to show off concepts & ideas, without making developers feel insulted that they’re being taught something new… which I could see that they didn’t know about.
* Participated in the Eonline.com re-design + re-branding + upgrading effort to overhaul the old blog news site into a Pinterest-like responsive widget site.
* Continued to enhance the site post-launch, by designing & building components & features for the Eonline.com website.
* Created these 3 Engines for Eonline: Video Player Engine, Social Media Icon Engine & Twitter Chat Engine.
* Worked on the Liquid Pinning Engine & built major sections of the Widget Engine.
* **ANALYTICS / METRICS / TRACKING:**
	+ Designed & Built an Automated Omniture Tracking Global Click Handler, which freed up the 20 web developers & systems engineers from having to manually add Omniture link tracking to editorialized links as the business development group constantly wrote articles, uploaded photos & posted videos throughout the day. The Global Click Handler automatically scans the page – after the page finishes loading – and adds any missing event listeners to all hyperlinks. If an Omniture onClick attribute was intentionally added by a developer or an editor to a link, it would skip over that link & not track a 2nd click event. If it wasn’t added, it would automatically process the link action as a new Omniture click & fire off the code to track the metrics.
* **COMPONENTS:**
	+ Built a carousel component, which had configurable auto-advancing plus auto-playing features. We needed a carousel, which could simultaneously talk to the social media widget & the video player engine, plus have a customized red border around the current video thumbnail. We also needed it to auto-advance & be able to drive multiple category carousels on the same video detail page, which didn’t use those features. Other libraries like carouFredSel & tinyCarousel didn’t support all of those features. So after experimenting with those, I had to build an in-house carousel to support the Business Unit’s needs.
	+ Built a Lazy Loader component, which expanded upon the FB & Twitter asynchronous loading method to load our JS & CSS faster, without having to make repeat client-to-server requests for them.
	+ Built a light box / modal dialog component, whichwas used for 1 of my widgets. It was also used on top of 3 other developer widgets & the news detail page’s on-page video thumbnails.
* **SOCIAL:**
	+ Built the social media icon engine, which drives all of the standard button social icons on the site & solves 3rd party API integration problems.
	+ Created a Twitter Chat Engine, with a dirty words regular expression filter for various show packages.
	+ Created a Twitter Photo Upload Widgets for the Fashion Police & Chelsea Lately show packages.
	+ Created a Twitter Tweet Apps for the Fashion Police & Chelsea Lately show packages.
* **VIDEOS:**
	+ Built the video player engine to serve as a video library hub for the Eonline.com site. It serves up 13 different video player experiences, using Flash SWF Objects & HTML 5 Video tags.
		- Single & Multiple News In Blog, News Triple Expandable Blog, Video Detail, Light box / Modal Dialog videos for: 4 widgets (C11, M12, M13, V11) + the News Detail Page’s video thumbnails, V2 Shows Hero videos, M2 & M3 Slideshow Carousel Photo + Video Widgets, Embeddable Off-site videos.
		- Also used the Video Player Engine to eliminate editorial/CMS created video conflicts on news detail & video detail pages.
	+ Build an embeddable off-site videos component, so copied & pasted videos would run on 3rd party websites.
	+ Built Eonline’s Live Stream player widgets for red carpet shows, including: Grammys, Golden Globes & Oscars.
	+ Built & tested HTML 5 video players for the Apple iPad platform, using our mobile web user experience.
* **WIDGETS:**
	+ Worked on the Eonline.com’s home page’s liquid pinning responsive widget system. It runs the widget reshuffling from 3-to-4-to-5 columns on the home page.
	+ Designed major functionality pieces of the widget JSP framework, including:
		- The dynamic CMS-driven class chain system.
		- The CMS background color skins.
	+ Built these 12 widget templates for the editorial staff to use to add content on to the home page & into the News, Photos & Video sections of the website:
		- A1 News (300px wide), A2 News (610px wide),
		- C11 Light box Video Player,
		- V2 Shows Page Hero Widget + Carousel + Social Media Icons,
		- X1 (300px wide) HTML widget, X2 (610px), X3 (920px),
		- Chelsea Lately Chuy Bravo Twitter Feedback Widget,
		- Fashion Police Twitter Tweet,
		- Fashion Police Twitter 4 Hosts Widget,
		- Fashion Police Fan Find Widget,
		- Live Stream video widgets.
	+ Designed & built the widget skinning engine, which allows editors to change widget background colors using a CMS.
	+ Created the All Widgets Testing Tool, which allows Web Developers to test various widget features, by creating 1 widget in the CMS. It randomizes the options to cut down on having to make multiple widgets for QA purposes.
* **CREATED TRAINING PRESENTATIONS:**
	+ Created various Lunch & Learn Technology Presentations, to teach less experienced web developers, systems engineers, managers, directors & SEO experts about various technology topics like:
		- How CSS Sprite Maps worked.
		- JavaScript Object Oriented Programming & JavaScript Prototypal Inheritance.
		- What’s coming on the Web Technology Horizon: Angular JS, Backbone JS, Bootstrap CSS, Ember JS, Knockout JS, etc.
* **WORKFLOW:**
	+ Used Jira to track bugs & work development processes.
* **SOFTWARE & TECHNOLOGY USED:**
	+ Used native JavaScript, jQuery, HTML 5, CSS 3, Eclipse, Notepad++, Photoshop, Jira, SVN, WinMerge, Chrome, Firefox, Safari, IE 6-10 on a daily basis.
* Played softball after hours with co-workers, for 2 seasons.

5/2010 – 9/2011 Sr. Ajax Web Developer

*(1 year 4 months)* Local.com

Achievements

* Increased page speed, which increased SEO visibility, SEM revenue & employee satisfaction.
* Worked my 1st contract through TekSystems, Inc.
* Re-architected the Local.com JavaScript Web Compression Engine to enhance the speed of the website & create a more optimized revenue stream for Local.com.
* Architected a dynamic & interchangeable Media Viewer to replace the old photo/video pop-up dialog for Local.com, ZipHip.com and Local.com's 1,500+ LSN Partner websites.
* Architected a rotating carousel for display of a plethora of visual data, in a limited space.
* Architected the JavaScript library for Local.com using self-loading Object Oriented widgets, which used Ajax for data retrieval.
* Architected a Facebook Like solution, which would allow Local.com to place multiple CSS Sprite Mapped Facebook Like icons onto their search engine results pages, without creating a heavy browser file volume download / website slow-down from Facebook's servers, using Facebook's API/SDK. (Basically, re-architected Facebook's Like button to allow more than 1 icon to be included on a single page.)
* Worked on Local.com's heavy volume websites, which were seen by millions of unique daily visitors per day.
* Implemented Demand Media's / Pluck's DAAPI & SDK User Generated Content Database system into the Local.com code base & build over 14 controls, using Pluck's Restful API layer.
* Created an API save method, which allowed developers to use Pluck but prevented Pluck from automatically wiping out the production data if the developers only passed 1 piece of edited data back to Pluck, instead of the entire snapshot which Pluck sent to the developers. Since Pluck used destructive writes by default & employed Facebook’s model of updating everything as a single snapshotted document, the API had to map what Pluck was sending to us, to what the developers were wanting to edit & pass back to Pluck & then send the edited document with the one or two changed fields back to Pluck. The API upgrade prevented our developers from accidentally wiping out a plethora of production data, before anyone knew about it.
* Used Ajax, JSON & JSONP, with Pluck and XML files from Local.com for data retrieval & storage purposes.
* Developed C# code to data-bind data from the XML data file, through ASP.net files & up into the JavaScript layer. Also developed C# code to extend the web compress & site.config files.
* Worked in a REST environment that utilized load-balanced production servers, client-side cookies (instead of session variables) & 2 QA “swim lanes”.
* Built & tested code in a cross-browser environment, using: Firefox 3-6, MSIE 6-8 & Safari 5 (plus iPad Safari).
* Setup multiple Facebook applications for Local.com.
* Built large dynamic portions of: Local.com, ZipHip.com, MrLocal.com & the underlying technology for the 1,500+ syndicated partner sites for Local.com.
* Developed 14 Object Oriented JavaScript widgets – like Carousels, Facebook like Dynamically Updating Menus with User Photos, Media Viewer for Videos + UGC Photos, Reviews Engine, User Account Profiles, etc... – for the Local.com & ZipHip.com UI.
* Built most of the Local.com JavaScript library, which integrated into the Pluck (DemandMedia.com) User Generated Content (UGC) database.
* Worked with Local.com's EventFlow (DOM Node) JavaScript framework library. Also fixed it as needed & enhanced it by converting the onLoad DOM loader to an onDomReady DOM loader, for faster page download speed. The JavaScript used to start after the HTML + images + ads + Flash animation downloaded. Now it loads immediately after the HTML downloads & before any images, ads & Flash animation is downloaded.
* Wrote 60+ of the 100 Wiki Pages, for other developers to use as reference guides.
* Taught 7 other programmers how to use the Pluck DAAPI, SDK & Pluck library using JavaScript.
* Technical Recruiter / Programmer Phone Screen Interviewer for Local.com.
* Worked with Liquid Agency on the Local.com website revamp project and the ZipHip.com revamp project, to turn their UI Mocks into Ajax UI widgets.
* Worked with Resolute Digital to guide them in developing the Local.com Mobile Apps, using the Pluck back-end database system.
* Programmed C#, HTML, CSS, JavaScript & JSON in Visual Studio 2008. Also used Jira, SharePoint, Cropper Screen Capture & WinMerge on a daily basis.
* Used Microsoft Internet Information Server (IIS) & Microsoft Management Console (MMC).

8/2009 – 3/2010 Sr. Web Developer

*(7 months)* Experian Information Solutions, Inc.

Achievements

* Worked my 2nd of 2 contracts through KayGen, Inc.
* Setup multiple complex A/B Testing & MVT Campaigns at Experian.com using Omniture Test & Target.
* Optimized the Experian UK website's revenue stream, by creating complex A/B/C/D & MVT Test Campaigns using Adobe/Omniture's Test & Target software.
* Built web pages for 42 Internationalized Experian country websites, using Adobe Photoshop CS4, HTML, CSS, JQuery & Interwoven's TeamSite software.
* Won the eCommerce team’s “Productivity Based on Effort” Performance Race for March 2010. (Took 1st place out of 13 people competing for it.)
* Built 100+ HTML pages & TeamSite Templates using HTML, CSS, JavaScript & the JQuery library, mainly to overhaul the Credit Education section of Experian.com.
* Cross-trained team members to use Omniture Test & Target.
* Created A/B Testing & MVT Testing instructions.
* Created custom JQuery widgets for these 3 sections: experian.com/credit-education/, business services & disputes FAQs.
* Cross-browser programming using: IE 6, 7, 8, Firefox 3, Safari 4 & Google Chrome 4.

5/2009 – 7/2009 Webmaster

*(2 months)* James Hardie Building Products Inc.

Achievements

* Worked directly for James Hardie Building Products Inc. as a full-time employee.
* Attempted to rebuild the JamesHardie.com website in-house & clean-up the 17,000+ files on their file system, which BuildingOnline.com had created.

3/2009 – 4/2009 Sr. Web Developer

*(1 month)* Experian Information Solutions, Inc.

Achievements

* Worked my 1st of 2 contracts through KayGen, Inc.
* Same department & same duties as above.

8/2007 – 12/2008 Sr. Web Developer

*(1 year 4 months)* The Walt Disney Company

Achievements

* Worked as a full-time employee / cast member for WDIG.
* Worked as a Disney internal contactor through WDIG at WDPRO.
* Built 7 High-Traffic websites for The Walt Disney Company & its subsidiaries: Walt Disney Parks & Resorts Online (WDPRO) & Walt Disney Internet Group (WDIG). See: disneyparks.com
	+ - * 1. Disneyland.com: Worked on the Disneyland Birthday Club section of the Disneyland website.
				2. Disneyworld.com: Created Ajax components for the Disneyworld.com website.
				3. DisneyCruiseLine.com: Built pages and Accessibility Upgrades into the Disney Cruise Line website.
				4. DisneyYouthGroups.com: Built a programs menu plus a 5 program massive forms-driven online registration system for the Walt Disney Youth Programs website.
				5. AdventuresByDisney.com: Added the 2009 Itineraries section to the Adventures By Disney site, using Disney's GoPublish Content Management System (CMS) database.
				6. ToyStoryMania.com: Worked on the Toy Story Mania website*.*
				7. Disney Parks Korea: Ported the Disney Parks Japan website over to the .KR top-level-domain (TLD) & replaced Japanese images with Korean images, using Adobe Photoshop for the Disney Parks Korea website & country of Korea.
* Built websites using MVC (Model-View-Controller) architecture, in a Java environment using TEA (a JSP-like programming language) to tie Disney's GoPublish CMS into the web UI layer.
* Used Disney's Go Publish Content Management System (CMS), Perforce (version control software) & Quality Center (QA software), CSS, DHTML, HTML, JavaScript, Photoshop, TEA & the Yahoo User Interface JavaScript Library (YUI) on a daily basis.
* Used Flash while working on the ToyStoryMania.com website.

5/2006 – 7/2007 Sr. Ajax Web Developer

*(1 year 2 months)* Foldera

Achievements

* First worked as a contractor through RCM Technologies at Foldera.
* Then converted to a full-time employee of Foldera.
* Turned conceptual screenshots into table-less UI controls using Object Oriented JavaScript/Ajax.
* Built an AJAX Scrollbar System for Foldera’s online project management and collaboration software, similar to Yahoo Email’s AJAX Scrollbar System.
* Built multiple AJAX Graphical User Interface (GUI) widgets including suggest-as-you-type filtering and highlighting, switchable tab panels, expanding/collapsing panes, etc… using JavaScript keyboard and mouse events, in the pre-JQuery-era.
* Created artwork and turned conceptual designs into workable screens, tabs, components & features.
* Fixed JavaScript bugs and tested fixes with Microsoft Internet Explorer, Firefox, Opera & Safari.
* Heavy use of Cross-browser Client-side JavaScript programming including AJAX, CSS, JavaScript Object Classes, DHTML, DOM manipulation and XML.
* Programmed & tested code in a cross-browser environment, using: Firefox, MSIE 6-8 & Safari.
* Programmed security level permission restrictions into the code.
* Used both Tortoise Subversion (SVN) & Bugzilla bug tracking database, on a daily basis.
* Worked with the C# server-side programmers, on a daily basis.
* Played softball with co-workers after hours.

6/2000 – 4/2006 Manager - Proposal Support

*(5 years 10 months)* AT&T

Achievements

* Built a lucrative revenue generating website + increased page speed & employee satisfaction.
* Converted to a full-time Employee management position after working for AT&T through MetroIS for 10 months.
* Created the new & enhanced AT&T Proposal Center’s RFP Response Manager website using Cold Fusion.
* Reduced project setup time from 10 hours down to 5 minutes! It flipped employee discouragement for having to use the application into employee acceptance!
* Originally inherited the RFP Response Builder website from another developer at AT&T. It was built using JavaScript and OO-mod PERL. I maintained and enhanced that for 9 months using object oriented PERL.
* First worked as a contractor through Metro IS.
* Then converted to a full-time employee & promoted to a manager by SBC Communications, which eventually merged with AT&T to become the new AT&T.
* Revenue earned from the website now supports the department.
* Won a Y.O. (You’re Outstanding) Employee Performance Award from MetroIS.
* I also made it easier for sales teams to use and easier for programmers to maintain.
* Sales team resentment has turned into sales team excitement!
* Built a copy-and-paste web-editing tool in Internet Explorer 6. The “DHTML Editor” tool freed the AT&T Proposal Center from annual licensing fees. I built it in a pre-WYSIWYG-tool-era.
* Built security level permissions into the code & built a 128-bit RSA encryption key ring cipher.
* Developed Cold Fusion custom tags and Cold Fusion fusebox scripts. Used CSS and XML in projects.
* Trained two new hires to build and maintain the Cold Fusion RFP Response Manager website.
* Other tasks included: rebuilding four other major websites, fixed servers after hours, designed art images and database tables, custom plug-in research and development, and custom programming.
* Taught HTML / ASP Programming classes to other AT&T contractors, who worked through Metro IS.
* Technical Recruiter for the St. Louis branch office of Metro IS. Conducted second round technical interviews.
* Create database schema diagrams using MS Visio.

2/1999 – 6/2000 Programmer/Analyst

*(1 year 4 months)* MCI

Achievements

* Worked as a contractor at MCI through Ajilon.
* Built an e-Rate intranet web application using ASP 1.0 Classic, HTML & the Microsoft Access Database.

12/1996 – 1/1998 Webmaster & Desktop PC Support Specialist

*(1 year 1 month)* White-Rodgers Division of Emerson Electric Co.

Achievements

* First worked as a contractor at White-Rodgers through Sunset Staffing.
* Then hired as a full-time employee by the White-Rodgers Division of Emerson Electric Co.
* Scanned 50,000+ engineering drawings from paper to .PDF format, using a high-speed magneto-optical scanner, for online retrieval by the CAD engineering department.
* Repaired & maintained 140+ networked PCs for the engineering department as part of the I.T. Desktop Support Group.
* Built the 1st website for White-Rodgers & worked with the Fleishman-Hillard Public Relations Agency.
* Fixed the parent company’s Emerson Electric Co.’s web design flaws.

 2/1997 – 5/1997 Cash Control Agent / Computer Operator

5/1996 – 10/1996 Six Flags Entertainment Corporation

*(7 months)*

Achievements

* Worked as a direct employee for Six Flags Entertainment Corporation
* Collected cash & coins throughout the theme park to count, roll & bundle in the vault for deposit to the bank.
* Worked in Cash Control to count currency, which the tellers were bringing in with their till bags.
* Worked in the vault counting, rolling & bundling cash.
* Entered cashier drawer till data into networked computer terminals, to balance the financial numbers nightly.

4/1995 – 8/1995 Mainframe Computer Operator

*(4 months)* Equifax Workforce Solutions

Achievements

* Worked directly for Talx, Inc. which was acquired by Equifax and renamed to Equifax Workforce Solutions.
* Ran nightly batch jobs on the mainframe.

**Self Employment Experience**

8/1997 – 2/2025 President, CEO & Founder

*(27 years 6 months)* The Clomp Corporation

Achievements

* Built a fully working search engine at <https://www.clomp.com> using PHP 8.x, HTML, CSS & JavaScript, which is my search engine & small business between job assignments.
* Built a fully working search bot, which crawled 1,500,000 URLs.
* Built an AJAX SPA (Single Page Application) site to make it faster.
* Built an encryption URL system, which has a vanity URL router sitting on top of it.
* Designed the CLOMP logo using Adobe Illustrator & Photoshop.
* Designed & programmed 100% of the website, except for the icons.
* Building an Ad Server, a Website Editor / CMS, a JS Library, a PHP Library, games & more!

**Awards & Achievements**

* Won 2x Core Value Awards: MIND Research / MIND Education.
* Won a Y.O. (You’re Outstanding) Employee Performance Award from MetroIS.
* Eagle Scout Award, Boy Scouts of America | 5/1993

**Education**

* Academy of Art University, San Francisco, CA | 3D Special Effects Computer Modeling & Animation | No degree - Jr. Year | 1/1998 to 12/1998
* St. Louis Community College at Meramec, St. Louis, MO | Associates – General Transfer Studies | 5/1997

**Available Upon Request**

* Copies of Degrees
* Custom Written Code Examples
* Portfolio Examples
* References from Past Employers