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About Me

I am a full stack web developer currently working at Big Fish Games on the website team. While I have a lot of experience creating websites and web applications using PHP, HTML, CSS, and Javascript, lately I've been mostly focused on building RESTful web services in Java.

I started my career working as a general technology consultant in Anchorage, AK. There I managed to pick up a large variety of skills before settling into a web development role.

In my spare time I love to play games of all kinds. My dream is to one day work on my own game.

Experience

[2011 - Present]

Sr. Web Developer - Big Fish Games

I am a part of the website team in charge of updating and maintaining www.bigfishgames.com. I worked on both the front and back end for the site, contributing to our custom PHP framework, as well as writing and optimizing JavaScript for the front-end.

In addition to working on the website I worked on teams that built internal tools for administering various REST services. I also contributed to those REST services written in Java.

[2005 - 2011]

Designer / Developer - PangoMedia

PangoMedia is an IT Consulting and Application Development shop in Anchorage, AK. They primarily deal in creating custom applications to facilitate specific needs of local business and government agencies.

I wore many hats while working at Pango. I designed websites, wrote technical documentation, and even spent some time as a project manager. Since each of our clients had unique needs and existing technology stacks, I spent a lot of time updating and maintaining a wide variety of code bases. I have brief experience working with C#.NET, ColdFusion, MS SQL Server Management, LDAP system administration, and other odds and ends.

Skillset

LAMP stack web development

RESTful web service development

PHP

Java

HTML, CSS/LESS

JavaScript

jQuery, Angular, React, Redux

MySQL table schema design

Package management systems (Composer, Maven, NPM)

Version control systems (SVN)

Linux development environment

Photoshop and image editing