JESSE PROULX

resume@jproulx.net   San Francisco CA, 94132   +1 (510) 400-7928

OBJECTIVE

Fuse new web technologies with existing web standards & practices to create compelling online and mobile experiences.

QUALIFICATIONS

I have 15 years of experience working with new websites and online services, including:

Programming:	Node.js, PHP, Perl, Python, Ruby, Bash
Web Scripting:	Javascript, ActionScript, Ecmascript, JScript
Javascript Frameworks:	jQuery, Backbone.js, Underscore.js, Ember, Express, Connect, Prototype
Web Technologies:	HTML, CSS, AJAX, WebSockets, JSON
Server Administration:	nginx, HAProxy, Apache, Tomcat, Squid, LightHTTPd
Operating systems:	Mac OS X, Linux (Debian/Ubuntu/CentOS/RHEL), Microsoft Windows
Software:	Photoshop, Illustrator, Flash, Office, Excel

EXPERIENCE

Amazon Music

Software Developer Contractor   2014

- Upgraded Music Store Application behavior and visuals for 7th generation of Kindle hardware
- Created interstitial upsell experience for Amazon Prime membership on all Android devices
- Designed and implemented full screen advertising campaigns for various mobile devices (Kindle, Android, iOS)
- Updated Music Store Application for Amazon Prime eligible members in foreign markets
- Performed ongoing technical maintenance of Music Store Application for Amazon Fire Phones

Fox Sports Digital

Software Engineer   2013 – 2014

- Architected and engineered Fox Sport's Super Bowl Fan Vote standalone web application
- Created a custom log analysis and metrics generation web service
- Created custom widgets for existing CQ5 CMS in Java
- Engineered custom API wrappers for Facebook and Twitter social sign on
- Designed mobile web APIs to capture & resize photos using Javascript

Fanhood

Senior Software Engineer   2011 – 2013

- Lead engineer for Fanhood.com & SportsPop front-end components
- Architected custom Node.js programs for Fanhood.com websites and canvas applications
- Wrote Gigya API services wrapper for Node.js
- Managed third-party Javascript library integration with custom client code
- Integrated with Facebook application APIs for user authentication, open graph, and social channels

BigDeal

Software Engineer   2009 – 2011

- Lead engineer for BigDeal.com front-end components
- Architected custom PHP MVC applications to serve BigDeal.com and DealMonsters.com
- Created custom Javascript plugins for Prototype and Scriptaculous
- Wrote real-time, lightweight polling mechanisms for synchronized auction clocks
- Managed third-party Javascript library integration with custom client code
- Integrated directly with Facebook and Twitter APIs for single sign-on experiences

Jaxtr

Frontend Developer   2008 – 2009

- Spearheaded a frontend redesign that doubled incoming traffic and new visitors
- Rewrote many pages and features to utilize javascript in a clean and accessible manner
- Created a generic, extensible javascript input validation library
- Helped create and foster Café Jaxtr, the core of Jaxtr's social networking features
- Engineered the XHTML, CSS and Javascript components of Jaxtr's billing service

Dogster

Software Engineer   2006 – 2008

- Created a local directory of businesses utilizing public mapping APIs and community-driven reviews and recommendations
- Rewrote the on-site photo tagging tools and database storage code
- Expanded the base offering of virtual gifts
- Created a set of parsers for incoming e-mails that filters bounce and rejection notifications
- Engineered "My Dogster", a custom application built on the Facebook platform

LiveJournal

Technical Product Manager / Software Engineer   2001 – 2006

- Wrote a Windows XP photo publishing client that integrates with Windows Explorer
- Created a Javascript library for communicating with LiveJournal's public API
- Oversaw the execution of creating a new navigation skin for LiveJournal application pages.
- Worked extensively on a proprietary Object-Oriented HTML-template language and compiler
- Edited and organized all documentation regarding LiveJournal server installations
- Managed a large pool of volunteers tasked with translating LiveJournal into foreign languages
- Worked closely with an independent studio to create 4 unique LiveJournal commercials
- Publicized the internal abuse policies and procedures, making the company more transparent and community-friendly
- Wrote a set of algorithms to automatically generate color schemes that matched a user's favorite color
- Created a self-sustained hierarchy of volunteers to manage a large, completely free, community driven technical support forum
- Engineered many improvements to LiveJournal's issue ticketing system
- Managed the first of many successful community forums on LiveJournal
- Created and became editor of LiveJournal's first community newsletter
- Wrote several FAQs and help documents
- Created LiveJournal's most popular mood theme
- Created a self-updated list of popular syndicated feeds on LiveJournal

Self Employed

Web Developer   1999 – Current

- Created a set of PHP scripts to automate status notifications on status.livejournal.com
- Founded the DocBook IRC channel on openprojects.net
- Worked with Sony Entertainment to create 3 LiveJournal styles based on the Spiderman movie franchise
- Engineered a standardized reference collection of XHTML pages and stylesheets for Dreamwidth user-generated content webpages
- Converted initial photoshop designs to Dreamwidth's site-wide page layout
- Released various open source Node.js plugins and libraries

REFERENCES

References are available upon request.