Tucker Connelly

Senior Web Application Developer

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SUMMARY

Experienced in full-stack development, use the most cutting-edge technologies to tackle development challenges quickly and efficiently. Master in JavaScript, MVC frameworks, OOD, HTML5, CSS3, and many others. Able to manage and lead a team in an agile-development environment, and keep the atmosphere productive and friendly. Experienced in communicating complex subjects to non-coders so they are able to make an informed management decision. Strives to create beautiful, elegant code without sacrificing development speed. Uses coding conventions, or creates working conventions with the team to make code as easy-to-understand as possible for everyone. Able to learn new technologies and concepts quickly, and produce results on a deadline.

SKILLS

- HTML5
- CSS3
- JavaScript
- MVC
- React and Flux
- Ember
- Gulp and Grunt
- Browserify
- UX Design
- Material Design
- PhoneGap
- Object-Oriented Analysis and Design
- RESTful WebServices
- Java
- ActionScript 3
- JSON, XML
- Database Design
- Google Maps API, Google Search API
- Paypal API
- Facebook API

EXPERIENCE

Frontend Developer - *NDA Startup*
JULY 2014 - OCTOBER 2015

Refactored the existing codebase using JavaScript and HTML5 best-practices. Used BDD to create a new test-driven re-code of the current architecture. Created a beautiful new build-system for a new project using gulp, browserify, SASS, and other cutting-edge technologies. Worked on Android and iOS PhoneGap apps. Learned and coded with Kendo and Parse, and created an ingenious interface between the Kendo datasource and Parse objects.

Lead Frontend Developer - *Scrunch, scrunch.com*

JUNE 2013 - JANUARY 2014

Completely rebuilt the frontend architecture using MVC Backbone. Upheld OOD principles using RequireJS to separate files and responsibilities, extending Backbone when necessary to avoid excessive boilerplate. Consumed a RESTful API built with Django Python, and coordinated with the tech lead and backend developers to shape the API. Managed a team of 3 frontend developers, leading meetings and performing code reviews as necessary. Aided in the design, suggested technologies, and coded layouts into a single-page app. Ensured cross-browser compatibility and graceful degradation using clean semantic HTML5 and CSS3.

Musician

JULY 2011 - PRESENT

Took a hiatus to work on music. Wrote, recorded, edited, produced, mixed, and mastered a 10-track solo album. You can listen to it here: http://tuckerconnelly.bandcamp.com/

Also wrote over 100 songs for the follow-up, which am currently producing.

Entrepreneur

JANUARY 2011 - JULY 2011

Developed IronCoding.com, a blog teaching programmers proper coding techniques. Developed a full ActionScript 3 tile-based game engine.

Freelance Web Developer

JUNE 2007 - PRESENT

Developed and contributed to many varied freelance web projects.

PHP/MySQL Developer

JUNE 2003 - JUNE 2007

Learned web programming. Created a large independent text-based web game and coded many smaller projects for fun and learning.

PROJECTS

Material Design Receipt Transcriber - *Evolv Technology*

OCTOBER 2015 - NOVEMBER 2015

- Used the Materialize framework to design the UX for a mechanical turk receipt transcriber.
- Introduced "game-ifying" elements in the UX to increase worker affinity to the task.
- Hacked a jquery pan and zoom library to support rotation.
- Created an ingenious hack to get around a webkit-only bug that was blurring the receipts on transform.
- Worked with backend developers to get the necessary Django template variables to the frontend.

Scrunch Home Page - *Scrunch*

OCTOBER 2015 - NOVEMBER 2015

- Created a basic particle system in three.js with floating particles that formed into a specific shape on scroll.
- Used scroll hacking to integrate with the current home-page's parallax effect.
- Used trigonometry and circle geometry to create animated connecting circular lines between particles.
- Used multiple TweenJS tweens to create a beautiful transition animation for the particles.
- Coded the project in elegant, well-documented object-oriented JavaScript.

Portfolio

MAY 2013

- Created portfolio for my web-development achievements.
- Designed the concept in Fireworks.
- Coded the application in HTML5/CSS3.
- Created well-encapsulated object-oriented JavaScript using the MooTools JavaScript framework.

Nationwide

APRIL 2013

- Developed a web application for a fictional nationwide company.
- Started with a rough set of design constraints and took the project from concept to completion.
- Created mockups in Fireworks.
- Coded mockups in standards-compliant HTML5 and CSS.
- Built the JavaScript animations using the MooTools JavaScript framework.
- Code is completely object-oriented and is well documented with comments.

IronCoding

JANUARY 2011 - JULY 2011

- Developed a blog teaching people how to program.
- Built the Wordpress theme from the ground up.
- Sold the blog, but put another copy of it up on my web server.

Tile-Based Game Engine in ActionScript 3

JANUARY 2011 - JULY 2011

- Developed an entire tile-based game engine in ActionScript 3 from the ground up.
- Project was coded to the highest object-oriented design standards and is well-documented with comments.
- Features included: tile maps loaded with JSON, sloped tiles, depth, jumping, shadows, scrolling view, pathfinding, dynamic-tile-map loading, items, projectiles

All Sides Tool - *Public Learning Media Laboratory*

OCTOBER 2010 - DECEMBER 2010

- Built a fully AJAX search engine tool that utilized the Google Search Engine API.
- Application created to help grade-school students get a balanced idea of a topic.

Multiplication Tool - *Public Learning Media Laboratory*

SEPTEMBER 2009 - NOVEMBER 2009

- Built a tool to help grade-school students learn multiplication using a variety of methods.
- Included a fully object-oriented PHP backend that utilized design patterns for modular coding.
- Used MooTools to create the front-end and connect to the backend via AJAX.
- Included creative use of PHP sessions, a no-refresh translator, lightbox popups, and a smooth drag-and-drop interface.
- Aided in the design of the tool.

Boolify Tool - *Public Learning Media Laboratory*

JULY 2009 - AUGUST 2009

- Took an existing code base and modified to fit a new design.
- Added the URL puzzle piece and the throw-away function.
- Learned the MooTools JavaScript framework to do the project.
- Collaborated with several other developers to get the project done.

Planet Recon Tournament Game

JULY 2009 - AUGUST 2009

- Built a Java socket server and Flash ActionScript 3 client from the ground up that interacted with each other for a real-time gaming experience.
- Used socket programming, concurrency/multi-threading, and design patterns to create the most efficient server-client model possible.

Customer SOAP Module - *Danish Commerce and Companies Agency*

JUNE 2009

- Repaired broken SOAP request tool and created a table displaying data from the RESTful service.
- Learned an entire new API, the NuSoap API, for the project.

School Media Gallery, Athletic Calendar, and Content-Management System - *Marquette Catholic High School*

OCTOBER 2008 - DECEMBER 2008

- Built AJAX media gallery for the school website inspired by the Facebook gallery.
- Built dynamically-loaded photo and streaming-video solution.
- Built a custom content-management system that allowed webmaster to upload and manage photos and videos.
- Also developed an athletic calendar that allowed the users to view all of the athletic events in several views and scopes.
- Athletic calendar included its own custom content-management system that allowed coaches to manage athletic events and teams.

Social Networking and Chat Site

JUNE 2008 - JULY 2008

- Built an entire AJAX social networking and chat site from the ground up using JavaScript/AJAX and PHP/MySQL.
- Built a language translator, user registration, login, profiles, and messaging system.
- Created an entire backend that allowed an administrator to manage users without editing code.
- Built a real-time chat module in JavaScript that allowed WSYWIG editing and picture emoticons.

Calendar

JUNE 2008 - JULY 2008

- Created a fully AJAX calendar inspired by Google Calendar.
- Built a custom content management system to manage dates and times.

GetMunch

AUGUST 2007 - OCTOBER 2007

- Built all of the functionality of the restaurant review and rewards website from the ground up using PHP and MySQL.
- Built a frontend system that allowed user to manage card-swipes at local restaurants.
- Built a backend content-management system that allowed restaurants to log in and manage their restaurants presentation on the site.
- Utilized the Google Maps API to show available restaurant locations.
- Utilized the Paypal API to accept credit-card payments for the service.
- Built an AJAX search feature, AJAX review feature, custom JavaScript effects including animation and lightbox popups, a registration, login, user management system, and a system for swiping cards at restaurants.

Realty Custom Content-Management System - *Legacy Realty Professionals*

JUNE 2007 - JULY 2007

- Took a disorganized XHTML based realty website and built an entire custom content-management system in PHP and MySQL.
- Allowed web master to easily add, edit, and remove listings, realtors, and pages without editing any code.

Farm Custom Content-Management System - *Spruce Nubble Farm*

JUNE 2007 - JULY 2007

- Created a complete content-management solution from the ground up in PHP and MySQL.
- Converted an XHTML based list of the current snakes available to a database-driven list.

Code Refactoring and Improvements

JUNE 2007 - JULY 2007

- Fixed and improved several broken features on this realty site, including a shopping cart, an image uploading tool, and a Paypal payment gateway.

EDUCATION

Skidmore College

SEPTEMBER 2010 - MAY 2013

GPA: 3.7