

Lead Performance Engineer

Overview

Goal: To be challenged and succeed in Internet, website, and application architecture, development, administration, and management.

Development: HTML, CSS, JavaScript, XML, Django, PHP, ASP, JSP, JSTL, and SQL. Completed enterprise-level websites and web application template architecture and performance optimization, cross-browser and OS compatibility, search engine optimization (SEO), W3C WAI-ARIA and 508c accessibility, usability best practices, object oriented development methods, and W3C compliance. Revision control via git, svn and cvs. Build and deployment via node.js, python, Ant, Maven, Resin, Hudson/Jenkins. Local development environment web services utilizing IDEs TextMate, SublimeText, Eclipse, Apache, Resin, Virtualenv, PostgreSQL, MySQL. Software quality control, ownership enforcement and testing via virtualization environments (VMWare, Virtualbox), browser/network tools (Charles, Fiddler, Chrome Developer Tools, Firebug, YSlow), local build and unit/BDD testing (node.js, grunt, karma, Jasmine, phantomjs, casperjs, cucumber, behave), and peer code review process. Additional familiarity with Ruby on Rails, Java, Python, and Objective C.

Administration: Web server administration and database management experience using Apache, httpd, nginx, Microsoft IIS, MySQL, PostgreSQL, Microsoft SQL Enterprise Manager, Redis, mongodb, sqlite. Proprietary platforms CMS experience (Medley, Ellington, Speartek, Escenic, TeamSite) and open source CMS and publishing solutions (Drupal, Joomla, Radiant, WordPress, jekyllrb, ghost). Experienced lead in an agile development environment/culture (lean, scrum, kanban, devops). Advanced understanding of web metrics (SiteCatalyst, Google Analytics, WMT), load balanced web applications, and performance testing and monitoring. Familiarity with Akamai, Varnish, Eucalyptus, Amazon Web Services, and Google Compute Engine.

Graphic/Web Design & Photography: Business cards, flyers, banners, buttons, digital artwork, 3D models and imagery created with Photoshop, Illustrator, Dreamweaver, Bryce, 3DS Max, and hand coding.

Video Production: Video and 3D animation created and edited for web and video projection utilizing Premiere, After Effects, and Flash. Live & pre-production video mixing with multifaceted video presentation.

Work Experience

Lead Performance Engineer – Cox Media Group Technology (August 2015 to present)

Leads and mentors technical best practices and standardized processes of performance engineering. Identifies issues and acts as a subject matter expert relating to site performance. Provides comprehensive performance engineering leadership, single point of contact, and guidance to different project and/or product teams. Analyzes current development/operations workflows and look for ways to improve them. Works with other management staff to plan and coordinate the implementation of moderate to complex system and software changes. Coaches team members in design and quality standards for building new features or web sites. Builds relationships with other managers to successfully address and overcome issues as they occur. Provides knowledge, guidance, and leadership for technical and business teams.

Solutions Architect – Cox Media Group Technology (June 2014 to August 2015)

Fulfilled principal solutions architect role for newspaper business unit providing technical solutions architecture for 4 major U.S. markets across dozens of high volume applications. Responsibilities include leading technological recommendations for the business and technology teams, drafting and presenting proposals and solutions, reviewing acceptance criteria and requirements, monitoring application performance, developing standards documentation and processes, ensuring overall stability of platform, and reinforcing best practices for user experience.

Manager, Software Development – Cox Media Group Digital (November 2009 to June 2014).

Manager of 7 software developers. Duties included resource allocation, project planning, effort assessments, and development standards, personnel review. Responsibilities included UI architecture utilizing standards compliant HTML, CSS, JavaScript, Django, node, and LESS in addition to Internal and external support queue management and resolution, group leadership, task delegation and peer-review. Acted as project lead for template implementation of enterprise Python based CMS and applications serving hundreds of high traffic websites within a single codebase. W3C, SEO, usability and accessibility standards compliance were par for the course. Lead standardization of front end task, build, and unit test framework.

Lead Web Developer – COXnet (September 2007 to October 2009). Web Development utilizing XHTML, CSS, JavaScript (jQuery, Prototype), database management, XML, ASP, JSP/JSTL, and e-commerce platform management. Primary duties included website mock-up from provided site or element designs, site implementation and customer-facing and internal support queue management. Managed team of 4 web developers as lead web developer in agile team environment (scrum methodology); technical oversight, task delegation, resource allocation, development and enforcement of standards, peer review, project management, daily scrum and strong communication. Web standards compliance integration utilizing W3C compliant methods, SEO, and 508c accessibility optimized applications and increased profitability. Successfully developed and launched 16 enterprise-level websites on Java based Escenic CMS.

Web Developer – Speartek, Inc. (March 2006 to September 2007). E-commerce website design and build out using XHTML, CSS and JavaScript. High customer support interaction and project management capacity. Data and web user security management, quality assurance, error testing, reporting and debugging, and daily server administration. Additional experience with MS SQL Server, IIS, DNS and mail server administration, version control (Visual SourceSafe), load balancers. Established customer service standards, best practices, and standardized management of support request ticketing system.

Quality Assurance Tester – T-Mobile Wireless (August 2005 to March 2006). Contracted as QA Software Tester for T-Mobile.com website redesign. Compiled Functional and GUI test cases utilizing functional specifications, copy decks, and test requirements. Utilized Mercury TestDirector 8.0 software to complete tests. Maintained back-end support using proprietary tool for front end functionality.

Previous Work Experience

Freelance graphic and web design, web development, and infrastructure.

Administrative Assistant – **Children's Hospital of Pittsburgh** (December 2002 to June 2005).

Database Administrator – **Allegheny Intermediate Unit** (May 2002 to September 2002).

Teacher – **Kaleidoscope Community Learning Program** (January 2000 to July 2000).

Education

Bachelor of Science in Computer Science (1998-1999 partial)

West Virginia University, School of Arts and Sciences

Apprenticeship – **Slackworks** (1995-1999)

This Company provided commercial Internet services. Services included website design, CGI scripting, Java, Visual Basic, and C++ programming, network installations and consulting on hardware and software. In this apprenticeship, received training and gained experience in website development, multiple programming languages and software tools, network installation, and hardware maintenance.