

JAMIE NOLA

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Summary

Experienced software engineer and front-end web developer, specializing in interactive web applications and user interface programming, with a strong focus on user experience. Strengths include creative problem solving, ability to learn quickly, and attention to detail.

Skilled in interactive web applications, user interface/user experience, CPU/memory optimization, debugging, creative problem solving, rapid iteration, model-view-controller (MVC) & component-based architectures, cross-browser compatibility, agile software development (Scrum), game development, accessibility, live application support, animation

Skills/Experience

- **Highly experienced with:** JavaScript, AngularJS, jQuery, SASS/Less, Grunt, HTML(5), CSS(3), Node.js, Git/Bitbucket, Unix, Visual Studio Code, I10n, Agile/Scrum, JIRA
- **Familiar with:** C#, D3, Highcharts, ElasticSearch, Bootstrap, Underscore, Moment, BackboneJS, ComponentJS, Express, Material Design, Restangular, Amazon EC2, Unity3D, Xcode, inVision
- **Capable with:** Java, Python, Actionscript 3, PHP, Maya 3D

Employment History

ThreatTrack Security (Network Security) -- Reston, VA

Senior UI Developer - R&D Department, 8/2015 - Present

Key developer on R&D team responsible for building web-based administrative application, allowing admin users to identify, summarize, and respond to malicious threats to both corporate and enterprise networks.

- Developed and improved the company's flagship administrative web app using AngularJS, SASS, Highcharts, D3, Bootstrap, Material, and several other frameworks and libraries. All backend communication is handled asynchronously via AJAX calls to a REST API, supported by ElasticSearch
- Implemented vibrant, dynamic data visualizations and charts using Highcharts and D3, as well as many other visualizations for analytics based on diverse sets of threat behavioral data
- Responsible for several significant improvements to our web app, including a full, lightweight framework for user-selectable visual themes and an organized system for displaying charts
- Maintained full I10N support throughout development of new key features and upgrades
- Created and optimized reusable components and Angular directives used throughout the app allowing for the quick implementation of additional pages and reduction of repeated code
- Visualized *full* network data with interaction and drill down investigation over time, correlating threat and network data to see the full nature of security breaches

Virtru (Email Encryption) -- Washington, DC

Senior Software Engineer, 6/2013 - 7/2015

Implemented company's flagship email encryption product's user interface and administrative dashboard.

- Created and maintained an AngularJS front end that allowed administrators to manage email encryption policies, create complex content evaluation rules, add/remove users, and audit the activity of users within their organization.
- Implemented user interface of a Chrome/Firefox browser plugin, that gave users the ability to encrypt and decrypt messages and attachments within their existing webmail services (Gmail, Yahoo Mail, Outlook.com)
- Implemented a rule engine and user interface that gave users the ability to create and modify complex content evaluation rules, which would be applied to outgoing emails in order to automatically encrypt, block, log, or quarantine them.
- Hosted a local tech meet-up. Gave a product demonstration and conducted a Q&A session.
- Participated in support desk rotation and received high feedback ratings from customers that I helped.
- Created build scripts for Node.js applications that created sprite sheets, compiled CSS using SASS, minified JavaScript, and built packages for deployment.
- Directly coordinated with graphic designers, engineers, and QA personnel, to create intuitive but highly functional interfaces that were considered best-in-class within the email encryption market.
- Worked in feature-focused development group using Agile/Scrum methodology and Jira for issue tracking.

Zynga (Social Web Games) -- Baltimore, MD

Software Engineer, 9/2010 - 3/2013

Wrote, updated, and improved live code for Facebook games with millions of daily active users, supporting games from prototype phase, through launch, to active bi-weekly content update status, under intense scrutiny.

- Developed code for live Facebook games with millions of daily active users.
- Supported games from prototype phase, through launch, to active bi-weekly content update status, under intense scrutiny.
- Used Adobe Flash, Unity3D, Flash Builder, and the Facebook API to create games such as FrontierVille, CityVille 2, as well as four unreleased titles.
- Worked in a variety of environments, from web-based Flash content to mobile applications on iOS devices, utilizing Xcode and the Unity framework.
- Independently developed an Air application to assist our Art team in laying out assets for a game prototype so they wouldn't have to directly interact with the game data, significantly improving our workflow and development time.
- Prototyped projects from the earliest stages, coordinating with designers, artists, and product managers to quickly craft games that would be both fun to play and profitable for the company.
- Traveled to external studios in Texas and Massachusetts to prepare upcoming games for release and keep projects on schedule.
- Developed prototype versions of games for pitches that represented several genres - city and world building, adventure, puzzle, turn-based combat, invest & express, and competitive sports in both 2D and 3D game engines.

A. Bright Idea (PR/Marketing Firm) -- Bel Air, MD

Interactive Programming Specialist, 8/2009 - 9/2010

Created data-driven, web-based applications for a fast-paced advertising and PR firm to showcase products and create demand for clients in both government and the private sector.

- Used JavaScript, Adobe Flash, and PHP to build interactive websites for both private sector and government clients, such as DuPont and SAIC. Collaborated with artists and designers on animated projects and did large amounts of video editing using Adobe After Effects.

Maryland Public Television (Freelance Project) -- Owings Mills, MD

Animator, 2/2009 - 3/2009

Brought motion to illustrations by The Economist Magazine's cartoonist Kevin Kallaugher for Citizen Schaefer, a documentary highlighting the life of former Maryland Governor William Donald Schaefer.

- Used Adobe After Effects and Photoshop to create animations from hand-drawn art by The Economist's Kevin "KAL" Kallaugher and coordinated with Maryland Public Television for a documentary highlighting the life of the late Governor of Maryland.

Imaging Research Center -- Baltimore, MD

Lead Programmer, 1/2007 - 5/2009

Worked as the sole programmer on a number of interactive Flash applications for high-profile clients, as well as modeling and animating projects as a student intern during my junior and senior years.

- Used Adobe Flash to create a highly interactive websites for Kevin "KAL" Kallaugher, The Institute for Integrated Health, the UMBC history department, and more. Redesigned and improved the IRC's website to highlight projects with NASA Goddard, the Baltimore Museum of Art, InfoCulture, and more.

Armed Forces Institute of Pathology (DoD) -- Washington, D.C.

Analyst, 2002 - 2004

Created and updated digital repository of medical images, setting up museum exhibits, and designing posters promoting work by medical researchers for three annual meetings of the College of American Pathology (CAP).

- Used Photoshop and Pagemaker to correct medical images and create a digital archive for several Pathologists. Subsequently published in peer-review journals such as the New England Journal of Medicine.

Education

UMBC - BA in Visual Arts/Animation, May 2008 (Academic Honors)

Montgomery College - Completed two-year Computer Science program (Phi Theta Kappa, Dean's List)