Brett Pontarelli
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Skills	
Operating Systems:	Microsoft Windows, Mac, and Unix
Languages:	HTML, CSS, Javascript (jQuery, Backbone, Angular, Jasmine, others), Ruby on Rails
Other Technologies:	Photoshop, GIT, SVN, AJAX, JSON, SQL
Forgotten Technologies:	PHP, Perl, R, Clojure, Table Layouts

Highlights

- Able to make pixel perfect pages across desktop and mobile (e.g. IE8+, Chrome, Safari, Firefox, Opera, iPad, iPhone, and Android devices).
- Core philosophy: It's never a question of "can it be done". It's a question of how long it will take and how much it will cost.
- Able to work on both Windows (e.g. projects with Microsoft, Nordstrom, Gap) and Mac (e.g. Real Networks, Big Fish Games).

Samples (more)

videos.real.com – Backbone and Ruby on Rails single page app. Work included front and back end development; expanded test coverage for both; automated testing using Phantom; and load testing using JMeter
Game Finder by Big Fish Games – iPhone and iPad app written entirely in Javascript using custom built MVC framework and Ajax. Views are rendered using HTML Templates and CSS3 styling.
github.com/brettwp – Code samples in Javascript and Ruby.

Education

• M.S. in Applied Mathematics	University of Washington	Jun '04
• M.S. in Applied Mathematics	University of Illinois at Chicago	May '03
• B.S. in Applied Mathematics	University of Colorado at Boulder	Dec '97

Experience

Web Application Developer Apr '09 – Present
Consultant Seattle, WA
Clients Include: Real Networks, Big Fish Games, Microsoft, Nordstom, Gap
- Lead developer on teams of 2-4; Senior developer on teams of 1-10
- Full life cycle development of websites from prototyping to live site using HTML, CSS, Javascript, and Ruby on Rails
- Test driven (e.g. Jasmine, RSpec, Qunit, TestUnit) and object oriented development using design patterns (e.g. Model, View, Controller, Factory, Proxy).

Sabbatical in the Wine Industry Aug '06 – Oct '09
- Sommelier training with the International Sommelier Guild
- Bar manager and wine buyer for Opal Bistro (Aug '08 – Oct '09)

Chief Scientist Oct '04 – Jul '06
Amazon.com Seattle, WA
- Algorithm development for automated keyword selection
- Statistical analysis, data mining, and algorithm development for "easy to ask, difficult to answer" questions

Interests Wine; Sailing; Battojutsu; Go; Italian and Japanese Languages

Project History

Whitepages.com   Jun '14 – Jun '15
- HTML, CSS, Javascript (jQuery, Google Analytics, Google DFP), Ruby on Rails
- Senior developer on a team of 8-10
- Implemented a new code convention and began the rewriting process to modularize and include unit tests across the entire code base

Cisco Live   May '14
- HTML, CSS, Javascript (Angular), Node, Phonegap/Cordova
- Lead developer on team of 3
- Developed three Angular and Node web applications for a 15 minute presentation
- A three screen "train traffic control center" app using Chrome's ability to share local storage across all open tabs and windows
- A "tunnel inspector" iPad app and a "call center" Android app built using Cordova

Unreleased Meta-game   Oct '13 – Feb '14
- HTML, CSS, Javascript (Backbone, jQuery, Underscore), Node
- Lead developer on team of 3-4
- Build a board game style game where battles between the player and the AI were resolved by launching a native real time strategy game

RealNetworks   Oct '12 – Jun '13
- HTML, CSS, Javascript (Backbone, jQuery, Underscore), Node
- Front (html/css/js) and back-end (Ruby on Rails) work on http://videos.real.com
- Test automation using Phantom
- Load testing using Jmeter

Big Fish Games   Apr '11 – Apr '12
- Single developer on the Game Finder for Big Fish Games
- Written entirely in Javascript using MVC (built from scratch framework)
- Views are rendered using HTML Templates and CSS3 styles
- Nearly 100% test coverage using Jasmine