

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	<ul style="list-style-type: none">• 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	<ul style="list-style-type: none">• 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, Nordstrom, Gap <ul style="list-style-type: none">• 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 <ul style="list-style-type: none">• 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 <ul style="list-style-type: none">• 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

- DoubleDown Interactive Oct '16 – Apr '17
- Slot development for mobile (iOS and Android) and desktop app using a custom framework built with Google Closure
 - Keyframe and transition (scale, fade, move, etc) animations using LimeJS and Coconut
 - Also included timing audio to match animations
- 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