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| Brett Pontarelli  2220B NW 63rd St ● Seattle, WA 98107 ● 206-295-8493  [brett@pontarelli.com](mailto:brett@pontarelli.com) ▪ [brett.pontarelli.com](http://brett.pontarelli.com/) | |
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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 |
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| Highlights | * Able to make pixel perfect pages across desktop and mobile (e.g. IE, 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. DoubleDown, Big Fish Games). |
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| Samples  ([more](http://brett.pontarelli.com/recent-work/)) | [DoubleDown Slots](http://doubledowncasino.com/) – Mobile and desktop app using a custom javascript framework. Development utilized keyframe and transition (scale, fade, move, etc) animations using LimeJS and Coconut as well as audio across all three platforms.  [videos.real.com](http://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](http://itunes.apple.com/us/app/game-finder-by-big-fish-games/id431387115) – iPhone and iPad app written entirely in Javascript.  [github.com/brettwp](https://github.com/brettwp) – Code samples in Javascript and Ruby. |
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| 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 |
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| Experience | **Web Application Developer** Apr '09 – Present  Consultant Seattle, WA  Clients Include: DoubleDown, 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 |
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| Interests | Wine; Sailing; Battojutsu; Go; Italian and Japanese Languages |

**Project History Highlights**

DoubleDown Interactive Nov '16 – Sep '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