**Thomas Pickett**

**720-234-7072**

**tom@tomneedsajob.com**

[**tomneedsajob.com**](https://tomneedsajob.herokuapp.com/)

[**github.com/thestud**](https://github.com/thestud)

**Full Stack Developer**

**Summary:**

* Able to learn software very quickly.
* Use applications and databases that work on multiple platforms (PC/Ubuntu/Mac/iOS/Android)
* Positive Leader, able to lead teams to meet deadlines.
* Believe in cost effectiveness and automation, able to look for solutions that save time and money.
* Big Supporter of Open Source Products.
* Looking new technology stack environment.
* Use design patterns MVC, singletons, observer pattern.

**Technical Skills:**

**Operating System:** Ubuntu 20.04 (main system), Windows, OSX,

**Languages:** Python, JavaScript, HTML5, Dart, C#, Ruby, CSS, ActionScript 3.0 (EMCAScript), SQL, PHP, Java

**Frameworks:** Django, Flutter, Bootstrap, .Net, Ruby on Rails, React JS, React Native, Angular 10, Vue JS,

**IDEs:** VSCode, Atom, Sublime, Flash Builder, Intellij, Android Studio, Visual Studio, Unity3d, Jupyter Notebook

**Package Managers:** NPM, yarn, gem, pip, Composer

**Databases:** SQL Server, MySQL, PostgreSQL, SQLite

**Graphic Programs:** Photoshop, GIMP, KdenLive, Premiere

**Ticket Tracking:** JIRA,

**Code Repositories**: git, svn, Visual Sourcesafe.

**Testing:** Flexunit, TestComplete

**Professional Experience:**

**Advanta Solutions LLC as Consultant March 2014 – December 2020**

Role: Full Stack Developer

Project: Portal to handle legal cases, claims to those cases, time management

* Architected front end Flex Air App.
* Created a Portal track time to cases/claims.
* Created a Portal edit/create cases.
* Improved Claims Portal with HTML5.
* Created a Portal to search through Panel members.
* Used **MVC** to communicate between portals.
* Created a universal communicated object.
* Used design patterns.
* Using Vue JS to build a prototype
* redesigned and developed tomneedsajob.com in Python/Django tomneedsajob.com
* Using Ruby for scripting
* created a Blackjack game in Python.
* Developed WebGL site using Unity/Visual Studio/C#. The link: <http://tomneedsajob.com/webgl>
* Developing a 3D game using Unity/Visual Studio/C#. The game is an overhead shooter. All the logic of the game is C#.
* Developing a VR 3D game The game’s logic is written in Unity/Visual Studio/C#. Here is a link to my vblog on developing it. <https://www.youtube.com/playlist?list=PL0KfeZp080rejeVJOffhAiSDNXSJBAeOS>
* Using Steam VR
* Using Xamarin/C# creating a Customer tracking mobile App.
* Using **Flutter** to create a productivity App for iOS/Android
* Using Angular 10 and HTML5 to build a prototype.
* Used AWS to host a Database.
* Used AWS for an S3 bucket storage container
* Using React JS and HTML5 to build a prototype
* Using Vue JS to build a prototype
* Using S3 (AWS) For mobile App.
* Used GCP for a prototype.
* Studied Node js
* Taken Udemy course “Complete Python boot camp”
* Taking Udemy course “Complete React Developer in 2020”
* Taking Udemy course “Vue JS 2 – The Complete guide”

Environments: VS Code, Visual Studio, Sublime, Juypter Notebook, Flash Builder, Intellij, Postman

**Kaiser Permanente as Consultant November 2013 – March 2014**

Role: Full Stack Developer

Project: Customer Service Application

* Updated Costumer service Portal using flex.
* Updated HTML5 web pages.
* Created a Test Driven Development plan.
* Created Fixtures and Mock data for Tests.

Environment: Flash Builder, Postman

**Arena: Battle of freedom (mobile game) as *Architect* January 2013 - June 2013**

Role: Mobile Developer

Project: Mobile Game

* Used the Starling framework to create hardware accelerated graphics, HTML5.
* Used modern design patterns Singletons, Observer Pattern.
* Mobile application that will be delivered to Android and iOS tablets.
* Creating original art for the game using Photoshop.

Environment: Flash Builder

**Pinnacol Assurance as Advance Web Developer January 2010 – January 2013**

Role: Full Stack Developer

Projects: Customer Service Application, Medical Record Application

* Created a web service that creates and combines PDFs and serve them back to the application in **Ruby on Rails.**
* Used Ruby on rails as Application layer.
* Created a customer service application in Flex that the users needed little or no training.
* Created a medical associate application that simplified processes in Flex.
* Maintained and develop a First Report of Injury App decreased loading time from 40 seconds to 4.

Environment: Flash Builder, TextMate

**Comcast Media Center as Contractor February 2009 – November 2009**

Role: Full Stack Developer

Project: Application to maintain a high data transfer application

* Built Administration tools using Flex/AIR/Web services/XML/Cairngorm.
* Built Window popup from tool Menu using Flex/AIR/Web services/XML/Cairngorm.
* Wrote deployment scripts for Flex/AIR application for ANT.

Environment: Flash Builder

**Sparrow LLC as Contractor September 2008 – January 2009**

Role: Front End Developer

Project: A Kiosk Application

* Built a complex 3D Flash/Flex Menu.
* Used Cairngorm Framework.

Environment: Flash Builder

**Peak 8 Solutions as Contractor July 2008 – September 2008**

Role: Front End Developer

Project: Windows application cleaning/maintenance software

* Worked with an Adobe AIR application.
* Developed an application with Flex 3 and the SHU library.
* Built automatic Unit Tests by building AIR application without IDE.
* Created RSS Feed reader using Flex and **PHP**

Environment: Flash Builder

**National CineMedia as *Flash Flex Software Architect* November 2007 – April 2008**

Role: Full Stack Developer

Projects: Movie Portal website, Online Games

* Apart of the original team to architect the website.
* The website ran on Adobe Flex on the visual layer, WebORB as a middle layer, and Microsoft SQL Server 2005 as the database server.
* Also used Cairngorm as a framework inside flex.
* Used **C# and .Net** for a backend API
* Personally developed two sections for the website, the game section and the chat section.
* The game section showed stats of the user's scores on the games using the Cairngorm framework and were displayed in flex. I also developed the games In Flash using ActionScript 3.0.
* The chat section used the WebORB Middle layer to communicate with the users. The interface was developed in Flex. The chat had voice and video to go with it.

Environment: Flash Builder

**JM Marketing/QSL Marketing as *Software Engineer*  May 2004 – 2007**

Roles: Game Developer, DBA

Projects: Online Games, Direct Mail Printing Applications, Direct mail Maintenance

* Created a database Flash Game Engine running on SQL Server and C# backend
* Architected a new system in C# and SQL Server 2005
* Use XP Programming to migrate FoxPro Database to SQL Server 2005 / C#
* Lead a team to setup a new Office in Phoenix Arizona.
* Responsible for hiring employees for new office.
* Created an invoicing program that uses AJAX.

Environment: FoxPro, Windows, SQL Server, Visual Studio 2005, Flash, AJAX, Visual Studio 2005.

**milehighcomedy.com as *PHP Consultant* 2006**

Role: Software Development

Projects: Website for comedians to use for social media

* Created an Object oriented Calendar system in PHP and used MySQL as the database.
* Advised another programmer on PHP.
* Created the original database in My SQL.

Environment: Linspire (Linux), MySQL, Blue Fish

**Montano Solaria as *Flash Software Engineer* 2005**

Role: Software Engineer

Project: Kiosk sofware

* Developed a non linear HD Flash streaming video kiosk for Comcast that streamed and managed memory.

Environment: Windows, Mac

**PickCo LLC as *Software Engineer* September 2002 – May 2004**

Role: CD Hybrid Software Engineer

Projects: CD for marketing for veterinarians

* Developed hybrid compact discs that cross platform between pc / Mac using Macromedia Director.
* Updated existing website search feature with an improved search capabilities using Microsoft indexing service and ASP.
* Created database applications that operate in both Mac and PC environments.

Environment: Windows, Mac, Adobe Director (Macromedia), HomeSite, MacDisk

**Boo Mortgage / The LoanGuru as *Software Engineer* November 2001 – March 2002**

Role: Front End Developer

Project: Website for picking the best loans

* Developed the web front end in HTML / JSP / Struts.
* Created the second-generation design using PhotoShop / Freehand.
* Participated in cold call efforts to boost membership for the web site.

Environment: Windows, Forte, PhotoShop, Java, Struts

**Refinery Inc. as *Flash DHTML (HTML5) Senior Web Developer & Programmer* September 2000 – June 2001**

Role: Front End Developer

Projects: Sony Movie websites, E-commerce website, Javascript Framework (before Jquery, built my own)

* Lead technical development projects for clients such as Qwest, MortgageRamp, Scott’s Liquid Gold, Sony Pictures, and Warner Brothers.
* Fixed multiple Netscape specific problems relating to web site optimization and browser consistency.
* Developed proprietary DHTML menu systems built for frequent customization.
* Worked with Project Manager and Team Members to identify project goals, budget and timeline issues.

Environment: Windows, Dreamweaver, HomeSite, IIS, Netscape JavaScript Debugger, Flash, Anark, Photoshop, ImageReady.

**Lansa as *Technical Consultant* June 2000 – August 2000**

Role: Front End Developer

Project: their main product Lansa

* Worked closely with development staff on a migration project with console applications.
* Conceptualized, designed and developed a menu system to work in multiple browsers allowing for n-tier of navigational choices.

Environment: Windows 2000, Internal Lansa software, JavaScript Debugger, AS400.

**Evergreen New Media as *Programming Specialist* February 1999 - May 2000**

Role: Software Engineer

Projects: Casino games, Online streaming concert site, film concerts, CD Rom creations.

* Developed Internet games, such as Blackjack and Slots by utilizing Director and Flash software technology in conjunction with JavaScript, DHTML (HTML5), and ASP.
* Developed a live online streaming concert site that broadcasts concerts built using Real Media Server.
* Built CD-ROM presentations to dynamically showcase product information for sales purposes.
* Served also as the system administration for company servers, and workstations.
* Used ColdFusion with a Banking Site.
* Created a Java Applet for a Casino Game.

Environment: Windows, Adobe Director (Macromedia), IIS, HomeSite, Flash, Photoshop, ImageReady, Java

**Education:**

* University of Colorado at Denver 2002 Denver, CO

Finished a year towards Computer Science Degree. GPA 3.5

* Community College of Aurora 2001 – 2002 Denver, CO

GPA 3.6

* Colorado Institute of Art 1997-1998 Denver, CO

Degree: Associates Degree in Multimedia with an emphasis in Computer Animation

* University of Northern Colorado 1994 – 1997 Denver, CO

Degree: Mathematics emphasis in Computer Science (DNF)