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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, Jupyter Notebook, Flash Builder, IntelliJ, Postman

**Kaiser Permanente as Consultant
2014**

November 2013 – March

Role: Full Stack Developer

Project: Customer Service Application

- Updated Customer 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
2013**

January 2010 – January

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
2009**

February 2009 – November

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
2009**

September 2008 – January

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 software

- 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)