

# Gabe O'Brien

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## Senior Programmer / Web Developer

Self-motivated and quick study, with 14+ years of development experience. Worked on projects from front-end implementation, to back-end web services, to full functioning secure dynamic commerce sites. When possible and applicable, adapt open source packages rather than reinventing the wheel, but enjoy learning new things using issues trackers and writing tests. Highly personable and out going, which aides greatly working with others to complete projects on time. Currently looking for a position offering more experience mentoring and managing developers.

## Education

### University of Oregon @ Eugene, Oregon, 1996 - 2000

Bachelor's Degree in Computer Science with Minor in Fine Arts. Focused on building a solid programming base and dabbled in the varied art of web design and development. Minorng in art has helped with adjusting a concept for the web without butchering the designer's intent.

### Cal Poly Tech @ San Luis Obispo, California, 1998 - 1999

One-year academic exchange to study 3D graphics. Learned everything from underlying vector math, to low level OpenGL commands, to high level packages like OpenInventor. Wrote a simple Ray Trace in Java and worked on a simple real time 3D game in C++. Also studied user interfaces, object oriented programming, design patterns and poetry.

## Employment

### Senior Developer; Single Mind Consulting, Portland, Oregon, 2010 - Present

Single Mind is a busy and growing consulting firm that focuses on integration, mobile applications and custom enterprise development. Managed and developed projects ranging from desktop applications for Windows and Mac to custom Android apps. Integrated learning management systems for schools and other educational content owners. Worked on websites with backend technologies, including Rails, Grails, Drupal, Django and Java.

### Darn Good Developer; The Eclipse Foundation, Portland, Oregon, 2007 - 2010

Tasked as a 'darn good developer' with creating and improving internal web tooling for the Eclipse community of developers and for the staff at Eclipse. Led efforts to improve and grow the Foundation's Portal a web App that committers use to manage the entire life cycle of an Eclipse open source project. Built a web App from scratch to empower the community to translate the Eclipse application (and all of the many plugins) into any language (even Klingon). Maintained the Eclipse conference websites and helped develop a custom web app allowing presenters to propose talks for the Eclipse conferences.

### Lead Web Developer; Dark Horse Comics, Milwaukee, Oregon, 2005 - 2007

Assisted with relaunching Dark Horse's flagship commercial site, Things From Another World (tfaw.com), as a LAMP based web site. Used expertise in PHP, MySQL, and CSS move TFAW from WebCat (a programming language with no arrays and limited use of functions) to an object oriented code base written in PHP. In addition to maintenance and feature additions, helped in developing more cutting edge Web 2.0 aspects for both TFAW and the relaunch of the Dark Horse web site. Also launched gearschool.net, a WordPress blog with a customized theme and plugins to promote a new comic.

### Wed Developer; CSNW.com, Lake Oswego, Oregon, 2003 - 2005

Developed and maintained up to seven corporate web sites under The Mac Store ownership. Ensured that the sites matched their design specification and were HTML and CSS standards compliant. Used PHP and MySQL for all dynamic elements of the sites. Worked with both the marketing department and individuals scattered throughout the company to keep all aspects of each web site current and easy to use.

### Lead Software Developer; MyRoom3D, San Francisco, California, 2000 - 2002

MyRoom3D was a small start-up focused on developing 3D application for both the desktop and the web. Our main product was PageTurner, an eBook reader that simulated the experience of reading a book or magazine while still gaining the flexibility of digital media. Other side projects included writing an ActiveX VRML loader/explorer, developing a 3D shadow casting library, and creating a virtual stadium tour for Super Bowl 2002.

## Web Development

- PHP
- Rails
- MySQL
- HTML
- CSS
- JavaScript
- AJAX
- Action Script
- Grails

## Mobile Development

- Android
- Sencha Touch
- Phone Gap

## Programming Languages

- C/C++
- Java
- Perl
- Ruby
- Visual Basic
- Groovy
- Python
- Objective C

## Operating Systems

- Windows
- Macintosh
- Linux
- Debian/Ubuntu
- Solaris

## Development Packages

- Drupal
- WordPress
- Django
- Spring MVC
- Struts
- OpenGL

## JavaScript Packages

- JQuery
- Three.js
- YUI

## Integrations

- aplia.com
- cengage.com
- blackboard.com
- instructure.com
- turningtechnologies.com

## Past Web Sites

- screenshots.com
- partywirks.com
- biblemesh.com
- eclipsecon.org
- babel.eclipse.org/babel
- darkhorse.com
- tfaw.com
- csnw.com
- powermax.com