

JOHN BLOSSOM

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Front End Web Markup, Styling:

HTML, SVG, CSS, Less, Stylus, Flexbox, RWD, Modular Styling
Material Design, Semantic UI, Bootstrap, Foundation, UIKit

Front End Web Applications:

Javascript, ES6, JSX, TypeScript, AngularJS (1.x), Angular (2+)
React, Redux, Apollo, Webpack, CRA, Vue, Immutable, Reselect

Back End, Servers, APIs:

Node.js, Express, Hapi, Koa, Meteor, Loopback, Socket.io, REST, GraphQL
PHP, Slim, Symfony, Yii, Zend, Codelgniter, Ruby, Rails, Java, Python, Go

Code Control, DevOps, Agile Tools:

Git, Git Flow, GitHub, BitBucket, GitLab, Jira, Trello, Pivotal
Docker, Cloudwatch/GCM, Lambda/GCF, CircleCI, Travis, Jenkins

Tests, Testability, QA Automation:

Jest, Enzyme, Mocha, Chai, Sinon, PHPUnit, DI, SDD, TDD
Selenium, Protractor, Nightwatch, Storybook, Playground

Databases, Datastores:

MariaDB, MySQL, pgSQL, Oracle, MS SQL Server, RDS, CloudSQL
MongoDB, Couchbase, Firebase, CouchDB, Dynamo, Redis

Senior Front-End Developer, Team Lead, Hiring Manager, Mersive Technologies - Denver, CO (2018-2019) - www.mersive.com

Inherited, supported, and built features into React/Redux client applications for Kepler SAAS platform, responsible for streaming, aggregation, and visualization of real-time data from Solstice set-top boxes. Joined small team within a larger engineering organization, in a successful effort to move on-premise platform to the cloud. Took ownership of main Kepler client, onboarding app, and pieces of Solstice. Purified reducers with ImmutableJS, memoized selectors with Reselect. Abstracted service classes from previously scattered inline ajax calls. Carved out test patterns with optional dependency injection. Wrote scenarios to drive Jest/Enzyme component tests and Storybook stories, creating a visual, inviting developer experience for test writing. Increased coverage from 20% to 75%, using Clover reports. Increased front-end team velocity by isolating client React applications into their own Git repos, carving out a build/release process, and integrating deploy pipelines for develop, staging, and production. Implemented a develop branch, Git Flow workflow, and CI integrations into existing Jenkins server. Prepared releases every week for redundant QA, and subsequent production deploy. Reviewed pull requests, provided feedback, shared knowledge. Empowered teammates, increased velocity further by building flexibility into dev client to safely point at develop or staging servers, negating a need to manage complex, changing stack of Docker containers. Named front-end hiring manager, evaluated front-end and full-stack candidates at all stages of the interview process, invited teammates to shadow. Drove revenue by leading 5 person full-stack effort to build a subscription renewal flow into the product, to serve as lead generation, while collecting metadata. Delivered on time, with full test coverage.

Projects: Kepler: www.mersive.com/kepler, Solstice: www.mersive.com/solstice

Full Stack Software Engineer, Team Lead, Baker Technologies - Denver, CO (2017-2018) - www.trybaker.com

Delivered, supported, and scaled features for a maturing SAAS platform and B2B product suite, serving an emerging retail industry, with teams of engineers, product owners, scrum masters, and CSM's. Began as front-end developer, worked primarily with React, Webpack, GitHub, GitFlow, Slack and Pivotal Tracker. Fixed urgent server-side bugs across the legacy platform, involving PHP, MySQL, and Redis. Joined integrations team, worked with Node.js to deliver integrations with 3rd party APIs for POS and menu systems popular in the industry, including Weedmaps, MJFreeway, Treez, Flowhub, and Adilas. Participated in collaborative API design, and used Hapi to quickly roll out an initial public-facing API. Transitioned along with other teams to a mono-repo, and Dockerized microservice architecture. Promoted to team lead, cross-trained for scrum master, interviewed full-stack engineering candidates, reviewed code demos. Performed QA, cleared blockers, bridged communication between teams. Advocated for developers, agile process, and spread positive culture. Helped keep the office clean. Attended and participated in GCP workshop at Google. Won a ping-pong tournament.

Projects: Harborside: www.shopharborside.com/oakland, Euflo: eufloarcolorado.com/16th-st-mall-menu, POS Integrations: www.trybaker.com/integrations

Web Services Engineer, Systems Architect, OneUp Sports - Palm Beach, FL (2015-2016) - www.1up.fm

Thrived in a startup environment, built and supported REST API web services to power native iOS and Android apps and games, using Node.js, Express, MongoDB, and AWS. Automated data retrieval and normalization from multiple source feeds and external APIs. Worked with lead architect to help build a standalone single sign-on service, integrated a Socket.io chat server. Collaborated via Bitbucket, documented API endpoints, wrote user stories for upcoming UX features. Worked with native teams to ship official iOS and Android apps for teams in NFL, NBA, NHL, NCAA, MLS, and EPL.

Projects: itunes.apple.com/us/app/toronto-fc-mobile/id544503152, itunes.apple.com/us/app/official-new-york-jets/id460494117, mlb.mlb.com/mlb/fantasy/mlb_connect/

Software Developer, E-Commerce Solutions Engineer, VMR Products - Miami, FL (2012-2014) - www.vmrproducts.com

Built software solutions for industry-leading e-commerce effort. Created modules for customer surveys, product rewards, and A/B testing. Wrote scripts to push bulk data, geo-target email campaigns by shipping info. Custom Magento, Interspire plugins, cross-browser skins. Migrated from BaseCamp to JIRA, custom workflow, GIT integration. Lightspeed POS middleware, integrated with unsupported payment gateway. Localized Czech content, business logic. Linked kiosks to e-commerce platform. Trained junior developers, and internal users.

Projects: V2 Cigs Czech localization: www.v2cigs.cz, Vapor Couture: www.vaporcouture.com, Kiosk POS: goo.gl/yxQu3j

Course Director, Instructor, Server-Side Languages, Full Sail University - Orlando, FL (2011) - www.fullsail.edu

Taught accelerated PHP, ColdFusion, and Frameworks courses at accredited university, full-time, for 1 school year. Wrote curriculum, lectured classroom, graded projects, oversaw teamwork. Setup GIT repos, debugged code, developed sandbox apps for student developers to run on local LAMP stacks. Worked one-on-one with students to inspire and ensure understanding of material. Worked closely with Program Director and Database instructor. Contributed ideas for course catalog, teaching materials. Received 100% approval rating via anonymous student reviews after every grading period.

Course Descriptions: Server-Side Languages: goo.gl/jawLM1, Advanced Server-Side Languages: goo.gl/US6kH4

Web Developer, Neulion / JumpTV / XOS Technologies - Orlando, FL (2007-2010) - www.neulion.com, www.neulion.com/college

Built and launched over 30 official sports websites onto Titan CMS, under tight deadlines. Added features, supported over 200 existing sites on the network. Improved code reusability, built tools for team that are still in use. Fine-tuned HTML, CSS, and Javascript for cross-browser compatibility, including IE6. Used jQuery for AJAX functionality and visual effects. Improved Oracle SQL queries for performance. Learned from Seniors on staff at first, and grew to eventually train new developers. Adapted to change through two corporate mergers.

Projects: Utah Tickets: goo.gl/fkYmQM, Nassau Coliseum: goo.gl/BD6HQT, A-State Wolves: goo.gl/rxuK1H, MAAC Conference: goo.gl/ivNLSK, Charlotte 49ers: goo.gl/qeFKFb, Idaho Vandals: goo.gl/gxfDQC, RMU Colonials: goo.gl/jaxKU7, Virginia Cavs: goo.gl/grcB2o, Colorado Buffaloes: goo.gl/HRdQnM, Ohio State Buckeyes: goo.gl/erZNRr, Georgia Bulldogs: goo.gl/hpsxej, Big 12 Conference: goo.gl/Cx41B5

Bachelor of Science, Business Administration, Management Information Systems, University of Central Florida - Orlando, FL (2003-2006)

"John Blossom is an excellent web developer who has a knack for thinking through a process and coming up with solutions to make that process easier for everyone."

- Codie Sanders, Project Manager

"John is an inspirational instructor in the class room...When students in John's class struggled, he made himself available above and beyond what would be required by the school."

- Doug Wallace, Web Developer, Student

"Thanks for all the help. You've made it easy and comfortable to start this new phase - technically and socially, you've really helped me find a way to fit into the team."

- Joseph Edwards, Lead Engineer

"John is good to work with, clear and concise with the intended results of the code he writes and able to communicate/understand easily when a bug appears."

- Christopher McLucas, QA Manager

"John was a quick and diligent worker who I could always count on to get things done."

- John-David Lockwood, Director of Product

"John has a passion for creating beautiful, elegant, and standards compliant websites using the latest design practices, as well as simple, intuitive back-ends."

- Lawrence Behar, Senior Developer

"John is able to learn programming techniques and languages quickly. He is a determined individual and has proven his ability to adapt and complete projects within the time allotted."

- Brian Johnson, Solution Engineer

"John brings plenty of common sense that he has applied to solving many problems at JumpTV. He is a team player, a great person and a hard worker."

- Orcun Tagtekin, IT Security Engineer

"John is a highly focused, motivated, and dedicated professional who never drops the ball. He is committed to quality work and will go the distance to get the job done."

- Laura Johnson, Office Manager

"John is my go-to developer for nearly everything, and can work things out in a pinch."

- Chris Francis, Interactive Designer