

james rowen / software developer

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javascript / node / html / css / c# / c++ / sql / no-sql / git

summary

Experience designing and maintaining web applications on a variety of tech stacks, from small tools to business-critical SaaS products, most recently focused on the JS ecosystem. Ability to dive in and get up to speed quickly on new projects and technologies. Comfortable wearing multiple hats and working on cross-functional teams.

experience

Software Development Engineer

2014 - 2016

[Yahoo](#)

Sunnyvale, CA

- Designed and developed an internal analytics front-end using React, Redux, and D3.js.
- Developed mini javascript apps adding interactivity to search results (e.g. a mortgage calculator).
- Contributed to a next-gen rewrite of the mobile search front-end.
- Helped administer the testing, hosting, and CI/CD pipeline for projects I worked on.

Software Engineer - Team Lead

2012 - 2014

[Accruent](#)

Austin, TX

- Quickly became an integral member of the dev team of a successful enterprise SaaS product.
- Designed, developed, and maintained the most complex set of feeds and integrations implemented on the product.
- Committed code across the full stack of a large three-tier application - C#, HTML/CSS/JS, PL/SQL.
- Initiated and led a team of engineers tasked with supporting new client implementations and custom development requests.

Freelance Web Developer

2011 - 2012

- Designed and developed websites for local businesses (primarily Wordpress).
- Implemented and maintained custom eCommerce storefronts.
- Worked with clients to understand their requirements and create proposals.

projects

- [YTT Tech](#) (2020) is a curated database of instructional Youtube videos, with an interface that encourages exploration and discovery of skills. Made with React, AWS Lambda/SAM, DynamoDB.
- [Tiles](#) (2018) is a browser-based tile visualization with a custom interface for exploring a variety of interesting patterns. Made with vanilla HTML/CSS/JS and the p5.js drawing library.

education

Bachelor of Science, Computer Science

2007 - 2011

University of Nevada

Reno, NV

- Minors in Mathematics and Digital Interactive Games.