Eric Thornton

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PROFESSIONAL SKILLS SUMMARY:

Programming Languages Experience:
PHP, mySQL, HTML5, CSS3, JavaScript, jQuery, Backbone, Twitter Bootstrap, AJAX, C#, ASP.net. ActionScript, Active Server Pages, ACT, AppleScript, ASP, Assembly language (6502/68000), Bash, BASIC, Batch (Windows/Dos), C, C++, ColdFusion, Flash, Java/Java Server Pages, JScript, JSON, Oracle SQL, Perl, PostScript, Python, QBASIC, SED, Shell (Linux/Unix), SOAP, REST, SQL, VBScript, Visual Basic, Visual C++, Visual J++, XML.

Programming Tools/Integrated Development Environments:
Adobe Creative Suite, IntelliJ IDE, PHPDesigner, Eclipse, Fireworks, Flash, MySQL Workbench, Sun NetBeans, Microsoft Visual Studio, Cloud9.

Desktop and Server Operating Systems:
Windows (XP, Vista, Windows 7), Linux/Unix (RedHat, CentOS 7, oDebian, freeBSD), Macintosh.

Skill Sets include:
Application and systems architecture design and implementation. Dynamic website and web application creation. SQL database design, implementation, and administration. Cloud computing and storage. E-Commerce websites. Educational Software and games development. Live video and streaming media. Security issues and encryption methods. Visual design for web and print advertising.

Software Architecture Methodologies:
Object Oriented development techniques, Model/View/Controller (MVC) architecture, Multiple tier architecture.

Management and Lead Experience:
Project management, Team lead, Information Technology department management. Business analysis for systems performance, scalability and cost optimizations.

Troubleshooting:
Reverse engineering, testing, debugging. Using defect, bug tracking and version control software.

Application Server Software:
LAMP Linux web server stack, WAMP Windows web server stack, The Apache Foundation software stack including Struts and Tomcat, Microsoft Internet Information Services (IIS), Wowza streaming media server, Flash communication server.

Working Style:
I am a creative problem solver used to finding several solutions to any challenge, well organized, flexible and adaptable. Focused on the work at hand, but always planning for the future. Strong interpersonal skills and a good sense of humor. Excellent written/verbal English skills. Good listener and expressive communicator.

RECENT EMPLOYMENT EXPERIENCE:

Cloudmark, Inc, San Francisco, CA February 2011 – Present
Lead Applications Engineer

- Spearheaded research into virtualization with both VMWare and Docker to support almost instant fail-over.
- Converted monolithic web applications into thin clients fronting for web service APIs so that individual services can be updated/restarted without interruption of web site functionality.
- Hired as the senior web developer for my experience with the LAMP stack.
- Two months later they handed me two projects in C# ASP.NET under IIS, the Payment API web services and the online store.
- Maintained and expanded the C# ASP.NET web services while simultaneously building the PHP based customer support website as a consumer of those services.
- Maintained and improved multiple websites both public/customer facing and internal.
- Developed websites for the Symfony1 and Symfony2 PHP framework.
- Wrote unit and functional tests in Lime, PHPUnit and NUnit and Selenium.
- Past two reviews my overall rating was "Exceeds expectations" and "Far exceeds expectations".
- Interviewed and recommended for hire web designers and developers as staffing changes required. Educating and mentoring more junior team members.
- Proven ability to jump into projects and hit the ground running.
- Demonstrated an affable demeanor, and professionalism along with excellent communication and organizational skills. Easy to get along with. Works well with cross functional teams.
- Employed solid software development skills and take an efficient path when writing code, getting a good balance between writing code that suits the current set of requirements and building in flexibility for future extension.
- Followed best practices and procedures, while easily assimilating new policies.
- Project managed numerous new development projects keeping all project stakeholders up to speed, and setting clear expectations around milestones and deliverables.
- Took initiative on requirements gathering and prioritizing numerous projects, undaunted by complex tasks.
- Working with a manger in England requires me to show a good sense for the relative importance of projects and to effectively prioritize tasks with little guidance.
- Frequently worked on multiple projects simultaneously.
- Formalized processes, improving work-flow and made recommendations for improvements.
- Developed familiarity with nodeJS for a planned future project.

Skills/Tools Utilized: PHP, MySQL, Oracle, C#, ASP, dotNet, Linux, Apache, HTML/HTML5, CSS/CSS3, SCSS/LESS, AJAX, JSON, REST, jQuery, Subversion, Git, web services, Symfony1 & 2 PHP application framework, Doctrine ORM.
Hardware: Linux (RHEL 5.4), VMware vSphere cluster client, Windows desktops.

Treasure Island Media, San Francisco, CA January 2007 – Present
Web Master / IT Department Manager

- Hired as Web Master and promoted to manage the IT department with a team of three engineering direct reports.
- Build and maintain multiple adult media websites with the LAMP application stack.
- Created jQuery plug-in for kerning plain HTML text based on standard kerning pairs.
- Server side rendering PHP with GDI of text as images with custom coded texture and shadow effects, cached for fast reload.
- Delayed load via jQuery and AJAX of page elements, including image heavy long descriptions.
- MySQL relational database design and query tuning for performance optimizations.
- Implemented cloud computer hosting of streaming media.
- Wrote Flash remoting live video chat in ActionScript working with Wowza streaming media server running in the Amazon EC2 computing cloud.
- Coded Java components to track users and exchange shared objects between remote Flash clients.
- Implemented download to own feature using Amazon S3 storage and delivery cloud with encrypted access for security.
- Managed and customized e-commerce stores running on X-Cart, OSCommerce, and Zen Cart.
- Implemented and wrote custom integrations to billing processors DHDMedia, NetBilling, Epoch, and CCBill.
- Designed and coded EU-Direct Debit ECB real time payment transactions.
- Created content management tools for editors to easily manage website page content using web based forms, simplified XML, automated directory processing, password protected AJAX based on-page WYSIWYG editing.
- Created website drafting software to render websites from isolated HTML and CSS document, allowing visual designers to create and edit standard files which are processed by code to render website with embedded custom plug-ins based on CSS class name.
- Installed, configured and managed Subversion (SVN), Bugzilla, and other code and project management tools.

Skills/Tools Utilized: PHP, MySQL, Linux, Apache, HTML, CSS, AJAX, JSON, XML, SOAP, Google Maps API, jQuery, Subversion, e-Commerce, Smarty templates, Wordpress, Adobe Dreamweaver, Fireworks, Flash, Photoshop, Media Encoder, Wowza streaming media server, Amazon EC2 computing cloud, S3 storage, Java, ActionScript, REST web services.
Hardware: Variety of flavors of Linux, Windows Vista, Windows 7.

Falcon Studios, San Francisco, CA January 2001 – January 2007
Web Developer / Web Master / Senior Software Architect / Chief Software Architect / Web Development Manager.

- Managed requirements gathering and development of multiple websites devoted to adult entertainment and the e-commerce of subscriptions, videos and toys.
- Received 20% raise after initial 90 day review period. I was promoted three times over a six year period.
- Designed and implemented oracle relational database systems.
- Lead, directed and mentored teams of designers and developers.
- Managed inter-departmental relationships.
- Designed and implemented complex multi-tier software systems.
- Wrote and got sign off on a Project Process Flow which set standards and best practices improving inter-departmental communications of requirements and increased team efficiency.

Skills/Tools Utilized: Java, Java Server Pages, Java Applets, Java Servlets, J2EE, MVC Techniques, Struts, Tiles, Flash MX, Flash communications server, Html, Dhtml, Document Object Model, Javascript, Cascading Style Sheets, Ant Build Scripts, Netbeans IDE, Macromedia Fireworks 4, Macromedia UltraDev 4, Adobe Photoshop 7, Adobe ImageReady 7, Oracle 8i, MySql
Hardware: Linux RedHat 7.x versions, Tomcat Java Container versions 3.x-5.x, Interfaced to iBill, DHD, and PayPal billing systems.

Pennyworth Systems, San Francisco, CA

Freelance Website Development   *January 2000 – January 2001*

Sites Developed, Links

- *HarryBarker – www.harrybarker.com*: E-Commerce pets and people clothes site. Brought in to complete and modify product catalog Perl code using flat file database.
- *ESC-FX – www.escfx.com*: Corporate website for special effects company. Created mySql database and Perl code to job searching functionality..
- *GourmetMarket*: E-Commerce gourmet shopping site. Company folded from lack of funding.
- *ModusNovo* - *www.modusnovo.com*: Flash animation corporate presence website.
- *ProGayJobs.com* – *www.progayjobs.com*: Database driven Active Server Page job searching website. converting a employment search site from flat files and Perl scripts on a Unix machine to ASP and SQL queries on a NT machine.

Skills/Tools Utilized: Windows 98/NT, FrontPage web development platform, InterDev, Unix, JavaScript, VBScript, Java, Perl, CGI.

GourmetMarket.com, San Francisco, CA

Webmaster/ Technical Team Lead, Site Admin.   *June 1998 – January 2000*

- Developed and maintained an international e-commerce site vending a range of specialty food, wine, chocolate, and kitchenware.

- Maintained Oracle SQL stored procedures which -- working like a remedial web service -- made the website's non-commercial content (reviews, recipes, and articles) available via content requests to other websites like food.com.
- Webmaster to support a site-wide facelift and on-going development. Promoted within a month to technical team lead in recognition of exceptional organizational and communication abilities.
- Maintained static html pages, made changes to the server code, database structure design and maintenance.
- Developed site management tools.
- Provided custom reports for the marketing department.
- Wrote custom tools.
- Implemented "Deals" code with diverse internet sites.

Skills/Tools Utilized: Windows NT Server Administration, Mail Server Administration, Oracle Database Administration, HTML hand coding, development in SQL, PL-SQL, Crystal Reports, Java, JavaScript, VisualBasic, Active Server Pages, FrontPage, BIGip Load balancing software.

Wells Fargo Bank, San Francisco, CA (Contracted via Consultants Online.)

Contract Programmer / Architect / Analyst.   *January 1996 - March 1999*

12 Projects completed during the course of this contract. Original contract renewed every 6 months for 3.5 years. Many projects accomplished and sub-tasks achieved as listed below:

Project/Task - Project description and tasks accomplished

- *Ginger Project* - Direct dial-in home banking system. Developed re-useable custom classes. Coached coworkers in code encapsulation.
- *Pony Project* - American Express to Wells Fargo Bank network bridge. Architected, designed and implemented TCP/IP solution to connect the two red-net systems through a secure connection.
- *Version control* - Installation and implementation of team usage of PVCS version control software.
- *Documentation* - Designed a system and process of documentation to facilitate the project specification.
- *Ginger Project* - Reassigned as project lead. Provided development leadership in re-architecting the existing project to fit the changing requirements. Acted as liaison between the developers and the business proponents and specification teams. Mentored coworkers in learning MSVC++, MFC, AppStudio, and GUI standards. Drafted internal security documents. Self-directed identification of tasks to move the project forward.
- *Quicker Offer Project* - Implemented a fix to a subsystem which while executing synchronously "locked-up" the agent's desktop until a TCP/IP socket call completed. According to my manager's estimates this delay cost the bank 8 billion dollars per year in agent waste time and customer dissatisfaction. Implemented a fix to the code to run asynchronously to as a "Quick-fix" and later re-wrote it using the Asynchronous Sockets available in later versions of MFC.

- *Corba Class* - I attended a week long class presented by DEC about their three tiered distributed object Corba implementation. It was part of my task to teach what I had learned to my fellow programmers.
- *Configuration Manager* - I "understudied" the job of the Configuration Manager running the version control and bug reporting system on a UNIX box and took over the running and maintenance of his Perl code and Shell scripts when he was on vacations or out sick. Sometimes it was necessary to revise the Perl code requiring a through understanding.
- *OrbLib Project* - Designed and implemented business specific C++ wrapper classes for the Corba IDL generated C sub code.
- (Wells Fargo continues)
- *RSL Project* - Remote status logging. Architected, designed and implemented interface between primary applications and a stand-alone DLL via a set of exported API calls. Also helped define the required data to be reported.
- *CIV Project* - Customer Information View. Worked as technical team lead, primary developer, GUI specialist and interdepartmental liaison for the following: Account Service, Customer profile, Internet/AOL Bill pay enrollment and maintenance, MS-Money/Quicken OFX channel enrollment and maintenance, Norwest Internet/AOL channel enrollment and maintenance, MS-Money/Quicken OFX Bill pay enrollment and maintenance, and Norwest Bill pay enrollment and maintenance.
- In the course of other development implemented many derived and core classes for the application. Fielded GUI questions and provided specialized classes to solve presentation challenges for the development team.
- Was credited by manager as being the "Team Psychologist".
- *Bill pay re-write* - Utilized Rational Rose as an aid in architecting designs for clear comprehensive classes and converting business requirements to functional code. Became an advocate in developing code which kept the GUI encapsulated separate from the Business Logic and data.
- *Conversion Project* - Significant contributions to the conversion effort from Windows 3.1 to Windows 95.

Skills/Tools Utilized: Windows 3.1/95, Visual C++/MFC 1.5-5.0, TCP/IP Sockets, Unix, Telnet, Tracker, DDTS, ClearCase, DEC Corba, Rational Rose, HeapAgent, Visual VBScript, MS Project, MS Word, MS Excel.

Critical Thinking Press and Software, Pacific Grove, CA
Primary Contract Programmer / Architect / Analyst.   ***Fall 1989 - Winter 1996***

- Designed and implemented approximately two-thirds of the company's software line.
- Provided continuing support and maintenance for over thirty-five products on three platforms.
- Authored twenty-four educational games during the term of this employment.
- Created versions for the Apple II, IBM and Macintosh hardware in compiled Basic, Assembly language and Microsoft Visual C++ with MFC.
- Extensive conversion work. Accepted completed products on the IBM platform and created Apple II and Macintosh versions.
- Beta tested the Microsoft Visual C++ Cross Development edition for the Macintosh.

- Was involved with products from the brain-storming planning stage through copy protection and distribution.
- Produced programs for school use from kindergarten to twelfth grades including adult rehabilitation, teaching Critical Thinking, Math and English skills. Products sold through catalogues to schools and educational institutions.
- ***Telephone Technical Support.*** Duties consisted of assisting non-technical people by "talking through" the set-up of both hardware and the installation / operation of software on both the IBM and Macintosh. Duties also included trouble-shooting customer reported problems, frequently finding the "simple" solutions.

Skills/Tools Utilized: Apple II, IIe, IIc, IBM MS-DOS, Windows 3.1, Macintosh, Visual C++/MFC, C, Various compiled Basic languages.

ST Applications Magazine, *Forestville, CA*
"Basic" Article Author/Editor.   ***Spring 1985 - Winter 1988***

Reviewed all products and services relating the Basic programming language to be published in the monthly magazine. Wrote critical reviews for all new versions of the language made available. Wrote two separate monthly columns covering Beginning and intermediate programming concepts providing programming tips and pointers for the two best selling versions of Basic for the sixteen-bit Atari ST. Also reviewed data base programs available for that machine. Provided cover art for several issues.

Skills/Tools Utilized: Atari ST, Interpreted and Compiled Basic languages, Data bases, 68000 assembly language.

Interstel Incorporated, *Houston, TX*
Freelance Contract Programmer.   ***Summer 1987 - Winter 1987***

Wrote Apple II series version of the company's best-selling product "QUIZAM", a teacher-modifiable, trivia-based learning and scholastic examinations program. Product written in Assembly language.

Skills/Tools Utilized: Apple II, 6502 and 80x86 Assembly language.

Companion Software, *Los Angeles, CA*
Freelance Contract Programmer.   ***Spring 1985***

Wrote the Apple II version of "FACELIFT" an Epson printer operating system which allowed the programming of the Epson FX-80 and LQ-1500 printers for custom and decorative typefaces. Designed custom typeface library for FACELIFT programs for the Apple II series and IBM series of computers. Conversion from UNIX shell scripts and PERL to product written in Assembly language.

Skills/Tools Utilized: Apple II, IBM Ms-DOS, 6502 Assembly language.

Roomies Nationwide, San Diego, CA
Freelance Contract Programmer.   *Spring 1985 - Spring 1987*

Designed and implemented the nationwide data base and matching program, with custom, automated, client-description word processing (Initially implemented on TRS-80, Commodore 64, Apple IIe and Atari ST versions) in "C" and Assembly language. Created specifications for a planned integrated client / server system for remote access to data base.

Skills/Tools Utilized: Apple IIe, Atari ST, C, 68000 Assembly language.

REFERENCES:
       Available upon request.