### Experienced Front-end Developer

# Senior Web Development

Darrin is an experienced web developer with over 20 years of experience with expertise in various front-end technologies in large commercial environments. Web coding standards, cross-browser compatibility and scalability have been paramount throughout his career and have guided his teams to create dynamic, highly functional web applications. He has lead teams while providing mentorship for junior developers on the team. His interest is to work with the latest technologies in responsive design, and further his knowledge on front end technologies.

# Technical Skills

HTML · CSS · JavaScript · Angular · Angular.js · React · jQuery · Bootstrap · WordPress

GraphQL · PHP · XML/XSLT · JSP · JSTL · ASP · Java

# Experience

## Ncontracts, Nashville, TN Dec 2023 – Present

Senior Front End Engineer

* Supported & documented the existing reporting application from Quantivate, so a offshore team could provide ongoing maintenance.

## Quantivate, Woodinville, WA April 2021 – Present

Senior Front End Engineer

* Leading up the UI efforts for a new Angular front-end to replace an existing reporting application for a fintech company
* Used for company risk based reporting needs
* Written in Angular 11+ with a Laravel PHP back-end. Served as the front end architect, developer and designer on the project
* Primary role is the front-end architect, developer and designer.
* Company acquired by Ncontracts in December 2023

## CBRE, Redmond, WA (*contract* through Insight Global) November 2020 – April 2021

Senior Front End Engineer

* Created the front end of a new web based tool to manage all company employees
* Developed the site using Angular 10
* Served as the front end architect, developer and designer on the project

## Microsoft, Redmond, WA (*contract* through Insight Global) January – April 2020

Senior Front End Engineer

* Supporting the GameStack website in the Xbox group, using HTML, CSS, JavaScript (React) (Gatsby.js).
* Created new pages for the upcoming GDC (Game Developers Conference) website experience.
* Successfully pivoted to launch the GameStack Live experience with short notice.
* Developing features for the upcoming redesign of the site.

## Vulcan, Seattle, WA (*contract* through Rooster Park) September – December 2019

Senior Software Engineer

* Develop and manage the Angular 6 front end of an internal media application used to add live recordings from around the world to a large media library in use for the Allen family.
* Developed using a mix of HTML, CSS, JavaScript (Angular 6) & jQuery with Python support.
* Worked on resolving existing bugs in the application along with creation and design of new features.
* Attended and led meetings to discuss the design with Stakeholders in order to come up with a workable flow.

## Purposeful, Bellevue, WA March – July 2019

Senior Engineer

* Develop and manage the React front end of a charity donation website using HTML, CSS and JavaScript (React).
* Creation and management of a React application primarily for tablet devices.
* Led the UI efforts of the site and application, improving the existing Material-UI.
* Writing queries off of the GraphQL database.
* Retrieving and mutating that information.
* Mentoring other team members on UI best practices.
* Made recommendations on the code packages used.

## RhythmOne, Bellevue, WA October 2016 – March 2019 (2.5 years)

Senior Software Engineer

* Developer on a portal application for external site publishers to manage ads and ad revenue across their properties using HTML, CSS, Bootstrap, JavaScript (Angular.js, Angular 4), jQuery & PHP.
* Led the design standards across the application and connected internal apps.
* Developed the Angular 4 front end of the interface for a new admin interface for a new Ad Server, with a NodeJS data layer.
* Node.js was used, and I have had experience in viewing the code, but not actually working directly on that layer.
* Worked on a PHP (Laravel) internal application for management. Work both on the front and back end of this web application.
* Mentoring other team members on UI best practices.

## iSoftStone, Kirkland, WA December 2013 – July 2016 (2.5 years)

Senior Software Development Engineer

* Lead developer for the Microsoft Enterprise website, a highly interactive and modern website, in charge of website innovation, responsive webpage development and website maintenance.
* Collaborate with partners in UI design, marketing, and product management to high-impact end user experiences.
* Steer cross-team development of UI and design for clients to deliver business impact.
* Develop experiences for customer-facing web properties and applications using core web technologies: HTML, CSS, Bootstrap, REST APIs, JSON, XML, JavaScript, jQuery, etc.
* Component-driven development, highly customizable components, design for re usability.
* Design and implement responsive features to ensure usability of web sites across platforms and browsers.
* Optimize and troubleshot and optimize page download times to retain end-user retention.
* In charge of subsidiary localization development across 60+ subsites.
* Co-Architect of a total site / platform redesign using Wordpress and PHP.
* Mentoring junior team members on UI best practices, and structures.
* Conducted code reviews.
* Made recommendations on the code packages used.

## Microsoft, Bellevue, WA (*contract* through Webfoot) June – December 2013

UX Designer / Developer

* Work with a team of designers prototyping tools and UI for Bing: HTML, CSS, Bootstrap, JavaScript & jQuery.
* Helped created an A/B testing tool for testing UX designs and receiving feedback.
* Created a tool for creating and modifying custom pages used for testing of Bing.com workflows.

## Gamehouse.com, Seattle, WA June 2011 – May 2013 (2 years)

Senior Web Developer

* Work on a team of developers leading the front-end development and maintenance of the public gaming site.
* Site was developed using HTML, CSS, Bootstrap, JavaScript, jQuery, & JSP.
* Site is built on a JSP / Spring architecture, using JIRA as a bug / sprint tracking system.
* Using Agile practices in a SCRUMM environment split into 3 week sprints.
* Developed the existing ecommerce pages to connect to an updated eComm 2.0 platform. This included an entirely new front end using JSON data.
* Currently involved in a push to migrate the existing site and users to a different platform, located overseas.
* Supporting all daily marketing efforts including the management of all daily releases.

## Classmates, Seattle, WA April 2008 – June 2011 (3 years)

Senior Software Engineer

* Work on a team of developers leading the front-end creation and maintenance of a large Web 2.0 social networking site using a mix of HTML, CSS, JavaScript, jQuery, & JSP.
* Site is built on a JSP / Spring architecture, currently using JIRA as a bug tracking system.
* Team worked in a strict Agile environment split into 2 week sprints.
* Successfully launched the yearbooks project onto the site, which was a front end to the initiative to put high school yearbooks online.
* Successfully migrated all code in the rebranding effort to change the company’s web presence.
* Mentoring junior team members on UI best practices, and structures.
* Mentored QA members on learning more about the front end code.
* Conducted code reviews.

## Regence, Seattle, WA March 2006 – April 2008 (2 years)

Senior Web Interface Developer

* Ledthe development effort for the rebuild of the public website for Regence.com using HTML, CSS, JavaScript, jQuery & JSP.
* Led the creation of development standards across any new development done within the team.
* Responsible for the inclusion and UI treatment of a Google Search appliance into the site, via an XSLT web interface.
* Involved in the new design and UI development of internal tools used within Regence.
* Developed a drag and drop comparison tool using ASP.net and AJAX.
* Started at Regence working on the myregence.com member portal, which is a JSP data driven site for Regence members.
* Involvement was UI interaction and development of new pieces on the site.
* The main piece of this was the inclusion of a community section of the site.
* Mentoring junior team members on UI best practices, and structures.
* Conducted code reviews.
* Made recommendations on the code packages used.
* Managed the team relationships with other groups.

# Previous Professional Experience

#### Job specifics for the below are on my LinkedIn profile

## 4thPass / Motorola, Seattle, WA Aug 2001 – March 2006 (5 years)

Senior Web Developer

## thePLATFORM, Seattle, WA *(contract)* May 2001

Web Developer)

## Saltmine LLC, Bellevue, WA Dec 2000 – Feb 2000

Web Developer

## Microsoft, Redmond, WA (*contract* through Saltmine) May 2000 – Dec 2000

Web Developer

## Digital Counterpart Inc., Seattle, WA December 1998 – March 2000 (1.5 years)

Software Engineer

## AT&T, Mountlake Terrace, WA (*contract* through Systems by Design) May 1997 – July 1998 (1 year)

Software Engineer

# Education

## University of Idaho, Moscow, ID

Bachelor of Science, Computer Science Major - Mathematics Minor

# Portfolio

**Darrin’s Den** - <http://www.darrinsden.com>

**LinkedIn** - <https://www.linkedin.com/in/darrinhorn>

**GitHub** - <https://github.com/darrinsden>