

JASON ROMAN

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SKILLS

Web Technologies

- Symfony, Laravel, Doctrine ORM
- REST APIs, PHPUnit
- jQuery, AJAX, Flot Charts, Vue.js
- MySQL, PostgreSQL, Oracle, MongoDB
- WordPress – Programming, Customization
- HTML5, CSS3, Bootstrap
- Git / Stash / JIRA / Bamboo
- Facebook Application Development

Programming Languages

- PHP
- Javascript
- Java, C#
- C / C++
- Swift
- Tcl/Tk
- Python / Perl / Ruby
- Visual Basic / VBScript / ASP

Other Technologies / Skills

- Data Mining
- TCP/IP, Client/Server Communications
- Application Security – Encryption, Compression, Session Management
- Embedded Systems / Microcontrollers
- Agile Development, Unit Testing
- Linux, Apache, AWS
- Solr / Elasticsearch / RabbitMQ
- Performance – Query Optimization, Caching, Application Logging

PROFESSIONAL EXPERIENCE

2016 – Present

Turtle Entertainment Online/ESEA

Remote

Lead Software Developer

- Team Lead on Counter-Strike: Global Offensive competitive statistics project
- Developer for public ESEA website, back-end administration system, internal REST APIs
- Perform website security audits and improvements
- Convert existing procedural code to modern, object-oriented code base using best practices
- Use Laravel to create new internal websites and APIs

2015 – Present

Sentry Data Systems

Remote

Senior Software Developer

- Core developer for the Sentry software suite of client-facing web applications
- Telecommute with geographically dispersed team to complete tasks in an Agile environment
- Create front and back-end services in Symfony and Ruby supported by an Oracle database
- Present and teach Symfony to peers while leading upgrades to latest versions
- Develop company-wide PHP and JavaScript software libraries to handle customer data reporting
- Execute caching strategies to handle querying billions of database records in real-time
- Team member of new Sentry Backbone website which provides self-reporting to pharmacy chains

2012 – 2015

North American Bancard / PayAnywhere

Troy, MI

Senior Software Developer

- Developer for the REST API serving as the back-end for PayAnywhere mobile applications – API handles the processing of payment transactions, inventory and customer management, custom reporting and graphs, merchant profiles, and receipts
- Created an event-handling system to publish custom events and logs to RabbitMQ which are then processed via Elasticsearch and Apache Solr to provide fast, distributed searching
- Team lead and developer for PayAnywhere mobile applications' web views for Android and iOS, providing custom reporting and graphs via custom-created Flot plugins
- Used PHPUnit to provide suite of unit, integration, and functional tests with >90% code coverage
- One of the lead developers for the PayAnywhere corporate website
- Developed PayAnywhere Portal website for over 150,000 merchants, providing custom financial reports, referrals, user profiles, and sub-user account management
- Created internal web applications to manage time cards and new employee recruitment
- Developed web applications in an Agile environment using Symfony2 framework and PostgreSQL
- Provided application support and programming for numerous other CMS / frameworks including Drupal, WordPress, PRADO, and Django

2011 – 2016

Tylar & Co.

Royal Oak, MI

Vice President – Programming Development

- Received Global ACE Award from Business Marketing Associate of New York for creating assessment web application/CRM for Blue Ribbon Schools of Excellence
- Lead software developer on all web development projects
- Responsible for hiring and managing the programming team
- Created custom WordPress plugins including WooCommerce integration

2003 – 2012

General Dynamics Land Systems

Sterling Heights, MI

2006 – 2012

Senior Software Engineer - Web Developer

- Designed and developed database-driven web applications to streamline business processes using PHP / MySQL and other technologies such as jQuery / Ajax for dynamic content
- Provided complete solutions for each application – concept, requirements gathering, database design, front/back-end design and development, coding, testing, debugging, documentation, user training, and continued support and enhancements once deployed to production
- Provided real-time data reporting / metrics in both spreadsheet and graphical format
- Interfaced with external data sources such as Oracle that tied directly into MySQL databases
- Developed common PHP framework used across all web applications to handle application bootstrapping, user sessions, database access, and automated form creation / processing
- Proven holistic understanding of business goals and objectives through increased efficiency / decreased costs on projects
- Communicated with customers throughout entire process and end-users once deployed
- Created Peer Review, Asset Management, and Project Tracking Tools that assisted in company achieving CMMI Level 5 certification
- Created Excess Transportation Charges Tool that resulted in saving \$150,000 per month in overall shipping costs

2003 – 2006

Software Engineer - Vehicle Integration Developer

- Designed software in C++ for Land Warrior program to transfer encrypted and compressed battle data and voice communications directly between soldiers and Stryker vehicles
- Wrote M68HC12 microcontroller and Java software to control a throttle body through a graphical web application interfacing with the microcontroller
- Developed GCV vehicle model in Java OneSAF modeling and simulation software

2003 – 2008

GotFrag.com, LLC / Major League Gaming (MLG)

Dallas, TX

Lead Software Developer / Consultant

- Designed and created *GameSense*, the first statistical database for professional eSports
- Tracked statistics for over 10,000 matches spanning 100s of tournaments for Counter-Strike, Counter-Strike: Source, and Day of Defeat mods for Half-Life
- Developed software for custom Fantasy Leagues for any game or sport
- Created Half-Life mod to generate enhanced statistics and interact with GameSense software to display match information live, both on IRC via Eggdrop bots and the web via PHP / AJAX

1999 – Present

Freelance Consulting and Software Development

- Owned Warthog Games which provided create-your-own customizable game leagues and tournaments for over 5,000 members, recording over 10,000 tournaments and 100,000 matches
- Software developer and consultant and for Spark Digital Strategy marketing agency
- Created websites for Museum of Northern Arizona, Spyro Gyra jazz band, Echo 7 professional gaming team, GotFrag

2001 – 2005

Even Balance, Inc.

Spring, TX

Independent Consultant / Programmer

1998 – 2003

Technology Integration Group Services, Inc.

Rochester, MI

Software Developer, Linux Technician

EDUCATION

2004 – 2006

Oakland University

Rochester, MI

Master of Science in Computer Science and Engineering

Courses concentrated in Data Mining, Statistics, Web Security, and Discrete Mathematics

1999 – 2002

Oakland University

Rochester, MI

Bachelor of Science in Computer Science

Dual Minors in Business / Management Information Systems

Graduated Cum Laude with Departmental Honors