

JOSH BARBER

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SUMMARY OF QUALIFICATIONS:

1. Josh is a well-rounded front end web developer with 7 years of experience bringing to market high performance driven websites for Fortune 500 companies including Coca-Cola, Verizon Wireless, and Home Depot.
2. Josh has worked on a range of very different projects; which include e-commerce sites, content driven sites, gaming, and social networking and therefore brings a wealth of expertise to any environment.
3. Formally trained in User Experience Design and Interface Design, Josh brings a designer's eye on quality and usability into his day to day development work.
4. Josh has constructed front end architecture for several successful sites, and led teams of other developers in the implementation, release, and maintenance of client work.

TECHNICAL SKILLS:

LANGUAGES: C#, Actionscript, HTML, CSS, Javascript

FRAMEWORKS: Microsoft MVC3, Adobe Flex, JQuery, Microsoft .NET 4.0, Gaia, Adobe AIR

PROGRAMS: Microsoft Visual Studio, Adobe Flash Builder, Adobe Flash, Adobe Photoshop, Adobe Illustrator, Notepad++, Tortoise SVN

TOOLS: Less, Coffeescript, QUnit

PROFESSIONAL EXPERIENCE

MOXIE INTERACTIVE, ATLANTA GA

10/2006 - Present

Senior Developer - Rich Media Architect

1. Developed a highly trafficked (300,000 views a day) high performance range of e-commerce stores to sell products and services for Verizon Wireless to both consumers and businesses. Sites utilized thin front end clients and multiple caching schemes including caching using the Akamai Content Delivery Network, Output Caching, and Application caching to drive consumers quickly through the purchase path. Responsibilities included design of user experience elements in the sites, incorporation of the Verizon style guide, front end architecture, leading other developers in front end development, and developing

code ranging from the middle tier to the front end. Greatly increased performance of the sites by removing legacy code that incorporated session, and by moving to a client store cookie system for shopping cart management. Front end technology included SEO friendly and device agnostic HTML, CSS assembled using the LESS dynamic stylesheet language, Javascript using the JQuery framework, and unit tested using the QUnit testing library. Utilized the MVC 3 client validation technology to validate client side data capture forms, in addition to the JQuery Validation and Fool Proof .NET Validation libraries. Constructed reusable JQuery components for incorporation throughout the sites.

2. Played a pivotal role on the construction of an experience site for Verizon Wireless, Nokia, and Paramount Pictures to drive interest for the 2009 release of the movie "Star Trek". Worked with the different clients and Moxie's creative team to plan the core concept, objectives, and design of a series of games to increase awareness of a branded Nokia device on the Verizon Network. Incorporated the Gaia Flash Framework, and built reusable components in addition to a custom code base that loaded HTML content into the Flash site, thereby increasing the site's SEO potential. Utilized Agile methodology to lead the production team to deliver the site in the 18 day development window.
3. Developed various advertising micro sites for Coca-Cola, Verizon Wireless, and The Home Depot utilizing Flash, Flex, HTML, CSS, Javascript, and server technologies built on the .NET Microsoft platform. Integrated, created, and maintained a reusable code base for Omniture and HBX tracking in Flash that was adopted by the rest of the agency to normalize and improve tracking consistency and accuracy. Assisted in deployment utilizing the Subversion Source Control software.

MCKINNEY, DURHAM NC

9/2010 - 12/2011

Developer

1. Concepted and was the lead developer on a game in Flash to improve awareness about homelessness in the Durham North Carolina area. The game's scenarios were stored on xml files, which were constructed by other members of the team utilizing a custom built CMS in Adobe AIR. The CMS was designed so that team members could edit the scenarios and radically alter the game play and outcomes of different choices on the fly. The game engine was architected on a reusable custom framework to be portable to other games to be developed by McKinney in the future. The game was a huge success, and currently has over 1 Million plays across 240 countries, earned a Favorite Website Award Site of the Day award on March 9, 2011, and a mention in the August 2011 edition of PC Gamer. Implemented a Subversion version control system at McKinney and trained developers on its use.

EDUCATION

BACHELOR OF FINE ARTS, INTERACTIVE MEDIA DESIGN

The Art Institute of Atlanta, 2006

GPA 3.9, Awarded Best in Show Winter 2006, Most Successful Student Award 2006