

# Tommy Williams Jr

## JS Focused Full Stack Developer

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### Tommy Williams

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I prioritize the fine line of performance vs maintainability with respect to the the size and comfortability of the team involved... with a slight bias towards performance.

My main career-long focus has been on core Javascript design patterns, native functionality, and consistently keeping up with the numerous tangential libraries & technologies

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### Skills

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#### Primary Focus

- Javascript (ECMAScript ECMAScript Next), Node JS, Management, React Native, GIT

#### Supplementary Focus

- **Node Libraries:** Express JS, Passport, Crypto, MySQL
- **Build/Test Tools:** Webpack, Babel, Gulp, Jest

#### IDE's / Editors

- VS Code (Primary circa 2018)  
Webstorm / IntelliJ, Sublime Text (Experience with Atom, Brackets, Cloudg), Eclipse / RAD, VIM

#### Tooling

- FTP, SSH, Bash/Shell, Wordpress, cPanel, WHM, Google Suite (analytics, webmaster, ad manager).
- **Advertising:** SpotX, AOL, Google Ad Manager (DFP, AdX, IMA), VAST 3.0, VPAID 2.0

#### So Last Year (still fluent)

- PHP, jQuery / jQuery UI / jQuery Mobile (Adios), Java, JSP, JSTL, ANT, Subversion (SVN)

#### Conferences - Google IO 2016 & 2018

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### Experience

#### Playwire Media / Software Manager

11 / 2016 - Ongoing, Deerfield Beach, FL

**Summary:** Software manager for Playwire's technology team, connecting tech with advertising operations, publisher relations in attempt to meet C-Level roadmap needs. My typical day is about 70% programming, 30% management.

Main area of focus is development is on the Playwire video ad & content player. The video player has many roles, from ingesting specific configurations setup by our publishers, deciding which ad-servers to consume ads from, track & store all of that information along the way and give the user a great video experience.

Maintenance & testing requires work on several different types of our player, including our sticky player, precontent ad-loader, video-reveal, playlist support & lazy loaded video.

**Most Valuable Skills Attained:** Having the "Manager" title added quite a bit of responsibility to my previously norm of being a full on developer. Goals are now skewed toward making sure the team is working sufficiently and have what they need to succeed with projects that are laid out for our team. Technical writing has become part of my weekly routine, creating documentation for our team to understand the scope and purpose of projects.

Accountability: Office Depot spoiled me with an immense SQ team, where at Playwire, our tech team does all of the testing itself, by running automated testing that we have created, as well as the manual element. My job entails quality assurance, as well as a deployment process every 1 - 2 weeks.

#### **Technologies & Skills Used:**

[Client Side] - Javascript (ESNext), HTML5, CSS, Storage, XHR, VAST, VPAID, Kinesis (AWS)

[Server Side] - Node, Webpack, Gulp, AWS Kinesis, AWS Athena, S3, GIT

[IDE's & Servers] - VSCode, Webstorm, VIM, NGINX

[Ad Related] - SpotX, Ad-tech, DFP

#### **Sites:**

Example Video Player: [www.playwire.com/bolt-video-player/](http://www.playwire.com/bolt-video-player/)

## Office Depot / Lead UI Developer

04 / 2013 - 11/2016, Boca Raton, FL

**Summary:** Gained high value skills in areas of large-scale software, agile methodologies, idea fabrication, and inter-team communication, while working on an enterprise E-commerce platform for a Fortune 500 company. My role helped bring 10 years of old patchwork code to today's standard object-oriented design, made use of modern libraries and helped create coding and design standards across all E-comm developer teams. Our teams practice SCRUM (agile) methodology, with two week sprints.

**Most Valuable Skills Attained:** Going through the Office Depot / OfficeMax B2B and B2C merger highlighted the importance of priorities to uphold to best retain customers. As a developer, that meant making OfficeMax's consumer experience transition to be seamless. Merging the B2B sites contained several legalities and unforeseen challenges that helped to broaden my view of the intricacies involved in such a large merger.

Another skill that can be well learned in a large American corporation is that of patience. Having such a great team of developers, there are constantly game-changing, pivotal ideas being come up with.... And, unfortunately, constantly de-prioritized or ignored.

#### **Viking (Europe) - Senior User Interface Developer (04/2013 - 09/2014):**

My workload included supporting up to three languages on twelve global e-commerce B2B & B2C websites. The majority of my contributions were toward the redesign of the dynamic mega-menus, the re-creation the search results page, refinements, and compare functionality. Viking has been outsourced by for some time, and the aforementioned changes can still be seen on most of their sites listed below.

**Office Depot - Account Team** (09/2014 - Ongoing): My responsibilities for implementing the new user interfaces for the OfficeMax B2B & B2C integration and account page redesigns. During this time, I also worked on implementing modern technologies (HTML5, CSS3, SASS, ECMAScript6 (Polyfills)) to the application, along with refactoring aged JSP and Javascript files.

**Technologies & Skills Used:**

[Client Side] - Javascript (ESNext), jQuery, HTML5 (Canvas, SVG), CSS /SASS  
[Server Side] - Java, JSP, JSTL, Subversion (SVN) & GIT for repositories  
[IDE's & Servers] - IntelliJ + Tomcat, Eclipse/RAD + WebSphere, Sublime Text

**Sites:**

[www.officedepot.com](http://www.officedepot.com) - [www.viking-direct.co.uk](http://www.viking-direct.co.uk) - [www.viking.de](http://www.viking.de)

**C3 Location Systems / Lead Full Stack Developer**

05 / 2010 - 04/2013, Boca Raton, FL

**Summary:** C3 is a small company that provides a software platform for vehicle GPS devices. The company sells GPS devices to customers and provides a SaaS (System as a service) for the user to track their assets and direct their fleet of vehicles.

Starting off as a front-end developer, I was responsible for adding to the system's aesthetics. Being a small company (around 10 total employees), I absorbed several roles in the company, allowing me to begin applying all of my technical skills from client-side programming to databases. As others had left, I became the system-expert and my title became ubiquitous; including server setup and parsing GPS packets via Java.

**Technologies & Skills Used:**

[Client Side] - Javascript, jQuery (Core, UI & Mobile), XHTML/HTML5, CSS, Google Maps (v2 & v3) services, and Open Street Maps.  
[Server Side] - Java, JSP, MySQL, Subversion (SVN repositories)  
[Tools] - Eclipse + Tomcat, Sublime Text, LAMP on CentOS, ANT (XML build scripts), SSH, VNC, FTP, Cron jobs for server restarts and DB pruning, Tomcat & Apache

**Site:** [www.c3ls.com](http://www.c3ls.com)

**ERA Europe / ColdFusion Developer**

11 / 2009 - 05/2010, Orlando, FL

**Summary:** The company was responsible designing and maintaining ERA web sites across Europe. This included exporting/importing any new real estate properties across sites. The sites required having translation databases setup for each of the 13 countries.

My crucial role helped bring each of these dated sites to new times, and to build applications to allow for agents to have better success. The e-mail signature application that I created helped bring in consistency across countries for the agent's emails, and more importantly, brought in ERA Europe extra revenue.

**Technologies & Skills Used:**

[Client Side] - XHTML, Javascript, jQuery, YUI, CSS.  
[Server Side] - Coldfusion, CF Scripts, Fusebox, MSSQL, Stored Procedures

[Tools] - ANT (XML build scripts), FTP

Site:[www.eraeurope.com](http://www.eraeurope.com) (Individual country sites listed in the footer)

## University of Central Florida - Computer Vision Research /

C++ / OpenGL Programmer

01 / 2007 - 05/2007, Orlando, FL

**Summary:** Implemented vision-related algorithms on a GPU using OpenGL/GLSL to find speedups comparable to the CPU. With the GPU's parallel processing architecture, implemented a particle advection algorithm to help track groups of particles. The algorithm was adapted from MATLAB code. I also designed & programmed a general graph-cut algorithm using OpenGL Shading Language.

### Technologies & Skills Used:

[Languages / Libraries] - C++, MATLAB, OpenGL, GLSL.

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## Personal Ventures (The Important Stuff)

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**Note:** There are several super top classified applications that I am currently working on that cannot be mentioned here. But it is noteworthy that I have been using React-Native to create these newer, classified applications.

### [Unnamed]

07 / 2017 - Ongoing

**Summary:** Creating a large-scale B2B e-commerce system to connect businesses in order to purchase & sell goods via mobile app & web portal

**Tech:** React Native, Redux, ECMAScript 6, NodeJS, Express, MySQL, Crypto, Android Studio/iOS Sim

### Web Components

05 / 2016 - Ongoing

**Summary:** After attending Google IO 2016, they made a huge impression on just how important web components are, and the fact that we use them everyday, not even knowing it. I learned to make custom web components to make everyday widgets reusable and easier for developers to customize.

**Project:** The Style Radio was the web component that I had built from scratch in the way that I most prefer.

**Tech:** ECMAScript 6, Web Component Library, Gulp + Babel

### Site:

[github.com/webdevinci/WebComponentPlayground/tree/master/components/style-radio](https://github.com/webdevinci/WebComponentPlayground/tree/master/components/style-radio)

The others are adapted or taken from others on github.  
[github.com/webdevinci/WebComponentPlayground](https://github.com/webdevinci/WebComponentPlayground)

## RIP - Rest In Peace

06 / 2016 - 08/2017

**Summary:** RIP is a node application created as a base structure for further projects that will need a RESTful API architecture. This specific project uses WebSockets to connect via TCP and stream API calls.

**Tech:** ECMAScript 6, WebSockets, SocketIO, NodeJS, WebSockets

**Site:** <https://www.github.com/webdevinci/rip>

## Missiles

01 / 2015 - 02/2016

**Summary:** This project was to help my knowledge of the MEAN stack. The project is meant to be a boilerplate MEAN project for others to spawn from. The grand idea is to make a social game using Google Maps and real time data to be able to send missiles at participating drivers and earn points when correctly anticipating trajectory, range and time to hit your target while it moves unpredictably. It has a login, registration and forgot password with routing and MVC structure as part of the boilerplate.

**Tech:** ECMAScript 6, Handlebars, SCSS, Google Maps, NodeJS, ExpressJS, Handlebars, CryptoJS, Passport, Mongoose, MongoDB, Gulp, GIT

**Site:** [www.github.com/webdevinci/missiles](http://www.github.com/webdevinci/missiles)

## Location Over Time LLC / Lead Architect

11 / 2010 - 01/2018

**Summary:** Designed (UX & code) and architected an enterprise level Location-Based-Software (LBS) platform for a real-time GPS tracking solution. The web application gave users the ability to track their fleet of GPS devices, set alarms, geo-fences, landmarks, geo-tagged media and much more. The application provides robust reporting, communication channels, as well as custom branding per distributor portal.

**Display Tracks:** This is a website for a distributor of the Location Over Time service. I contracted to create the Display Tracks website, which integrates with Location Over Time. The website was built with AngularJS as a single page application and uses Bootstrap to assist with responsive design.

**Mobile web view:** The mobile web application is a minimal version of the site that allows users to view live device data and can be found as a web view in the Android App. This connects managers on the run with their fleet of vehicles in real time, allowing them to view alarms, messages and current locations of devices.

**Tech:** HTML5, CSS3, Javascript, jQuery (Core, UI), Google Maps v3 (with Panoramio, places, weather & visualization libraries), JSON REST API, LAMP (Linux, Apache, MySQL, PHP), Wikispeedia API, my VPS (SSH, FTP), ANT

Site: <http://www.displaytracks.com>

## Older Work

**Bartexts.com** [08 / 2009 - 10/2010] – Co-founder & Lead Web Developer

**Lightwait.com** [10/2009 – 12/2009] – Founder, Lead Architect & Developer

**Orlando Drink Specials** [8/2006 – 1/2008] – Co-founder, Lead Developer

**Napster (Connexions)** [8/2005 – 1/2007] – Technical Support

**Exotier.com** [8/2004 – 8/2007] – Co-Founder, Lead Web Developer & Contract Web Developer

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## Education

The University of Central Florida / Bachelors of Science in Information Technologies

06/2003 - 08/2009, Orlando, FL

Non-declared minors in Computer Science & Mathematics

- IEEE: UCF Student Chapter Board member, Maintained the chapter website and collaborated on allocation of funding and yearly events.
- Dean's List: University Of Central Florida College of Engineering.
- Summer Program for Academic Careers in Engineering (SPACE): A twelve week program that helped introduce freshmen students to engineering work environments, understand what it takes to become an engineer and provided a series of short internships.