# Ferris Scott Thomas - *Web & Interactive Developer*

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## About

A seasoned programmer with extensive experience in software and web development for companies and clients across fields such as advertising, entertainment, education, online games, pharmaceuticals, and sports.

## Technical Expertise

### Skills

Agile, JIRA, CI/CD, Troubleshooting/Debugging, Functional Programming, Object-Oriented Programming, Traffic Tracking & Analytics

### Coding Languages

JavaScript, TypeScript, HTML5, CSS5, SASS/SCSS, LESS, PHP, ActionScript 3

### Technologies & Frameworks

Angular (v7 & 8), React (v16), Node.js, Express, Koa, RxJS, ElectronJS, MongoDB, Git, AWS, WordPress

### Programs/OS

iOS, Windows, PHPStorm, Visual Studio Code, IntelliJ, Bash

## Professional Experience

### SiriusXM + Pandora, Atlanta, GA

**Senior Developer**

**December 2020 - Present**

* Develops, maintains, and refactors in-market web code that powers pandora.com and its web player.
* Responsible for upgrading and maintaining Pandora desktop apps for Mac, Windows, and (soon) machines with the ARM architecture, including the new Apple M1 processor.

### Bleacher Report Live, Atlanta, GA

**Senior Developer**

**September 2019 - December 2020**

* Developed and maintained an internal CMS utilized by business operators for the tracking of internal and external events including both national and international sport competitions.
	+ Technologies employed include Angular 7, SCSS, Express, Node.js, GIT, Docker, and AWS features including CodePipelines, and Elastic Container Service
* Developed and maintained multiple microservices that are utilized by web, mobile, and connected devices for the streaming of live sporting events and the serving event, competitor, and league data.
	+ Express, KOA, Node.js, MongoDB, and AWS as above
* Developed and maintained a complex ETL flow that handles timely service updates to track live events across multiple national and international sports.
	+ AWS Lambda functions written in JavaScript running on pre-configured CRON schedules to access and parse data from third-party vendors’ endpoints
* Monitored microservice, database, and server health through a series of Slack webhooks and pre-configured AWS alerts.
* Managed and reviewed pull requests from peer and junior team members
* Trained new hires on system architecture and performance

### MISO3, Bethesda, MD

**Senior Developer**

**October 2017 - September 2019**

* Worked in direct conjunction with the project architect to develop a complex single page purpose-built SaaS platform to aid in the management of IT and infrastructure resources.
	+ Angular 8, SASS, MongoDB with a Mongoose ODM implementation, CI/CD via Atlassian/BitBucket code pipelines, and AWS.
* Developed and maintained the corporate website.
	+ React (v16) on a prismic.io CMS
* Directly oversaw remote offshore QA and developer assets.

### Zac Brown’s Southern Ground, Peachtree City, GA

**Senior Developer**

**August 2016 - October 2017**

* Developed and maintained websites for umbrella companies and external clients
	+ HTML5, CSS5, LESS, vanilla JavaScript, jQuery, Underscore, Node.js, Gulp, React/Redux, PHP, WordPress, AWS S3, MySQL
* Managed DevOps and site deployment via GoDaddy
* Worked with company IT professionals to upgrade and maintain email services

### Alien Communication, Bethesda, MD

**Contract Web Developer**

**March 2016 - August 2016**

* Developed an interactive and engaging website for Visa in coordination with the 2016 Olympics in Rio de Janeiro.
	+ React/Redux, HTML5, CSS5, SCSS

### Moxie, Atlanta, GA

**Senior Developer**

**November 2009 - March 2016**

* Team member for the CarMax website redesign
	+ React/Redux, HTML5, CSS5, SASS
* Developed and maintained microsites for agency clients including Verizon Wireless, Chick-fil-A, Ainsworth Pet Nutrition, Georgia Pacific, Children’s Healthcare of Atlanta, L’Oreal, Moe’s Southwest Grill and Coca-Cola
	+ HTML5, CSS5, JavaScript, Sitecore, and Flash utilizing the Gaia framework

### Left Brain Games, Inc., Torrington, CT

**Principal Interactive Developer**

**August 2005 — November, 2009**

* Architected and programmed both RIAs and games
	+ PHP, MySQL, AJAX, JavaScript, Flash, and ActionScript 3
* Clients included the University of Alaska, JimiRock, and Paramount.

### IQ Interactive, Atlanta, GA

**Interactive Developer**

**December 2003 - August 2005**

* Developed award-winning RIAs and content for clients including Royal Caribbean, Volkswagen, National Geographic, and Showtime.
	+ Flash, ActionScript 3, Adobe Photoshop, Adobe Illustrator

### Roundbox Media, Atlanta, GA

**Senior Multimedia Developer**

**April 2003 - December 2003**

* Developed RIA content for educational testing and development purposes as well front-end design and programming for the company's flagship content management system.
	+ Flash, ActionScript 3, HTML, and CSS

### Pharmedica Communications, LLC, Killingworth, CT

**Multimedia Engineer**

**May 2002 - April 2003**

* Programmed online and CD-based content for Continuing Medical Education.
	+ Flash, ActionScript 3, Macromedia Director, and Adobe Photoshop

### McGraw-Hill, Farmington, CT

**Lead Multimedia Programmer**

**January 1999 - May 2002**

* Created online and CD-based educational content in support of company textbooks.
	+ Flash, ActionScript 2, Macromedia Director, PHP, MySQL, and Adobe Photoshop

### Funnybone Interactive/Vivendi Universal - Farmington, CT

**Multimedia Programmer/Artist**

**March 1997 - January 1999**

* Created animated sequences and still art for interactive cross-platform CD-ROMs.
* Headed in-house QA for internal and client projects
* Transitioned from artist and QA duties to a developer role
* Programmed games, applications, and installers for clients including Fisher-Price and Warner Brothers
	+ Macromedia Director and Adobe Photoshop

## Awards

Web Awards (Best of Show, 2005) and Macromedia MAX Awards (Best Advertising/Branding Experience 2005, People's Choice 2006)

## Interests & Activities

Under normal circumstances I am a regular attendee of industry-specific conferences, seminars and meet-ups to keep up on current trends and technology developments.

In my spare time I enjoy both digital and analog film photography, working in the garden, attending Atlanta United football matches, and spending time with my wife, daughter, and two dogs.

## Education

### University of Connecticut Storrs, CT

BFA Theatrical Scenic Design

### Marist College Poughkeepsie, NY

Communications & Film

## Portfolio, Samples & References

References and code samples are available upon request. An abbreviated portfolio is available online at [fsthomas.com](http://fsthomas.com).