

# Ferris Scott Thomas - *Web & Interactive Developer*

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Extensive experience in both software and web development for companies and clients spanning the fields of entertainment, education, pharmaceuticals, online games, and advertising.

## Current Skillset

- HTML & HTML5
- CSS & CSS3
- CSS tooling (LESS, SASS & Stylus)
- JavaScript libraries (jQuery, Handlebars & React) and frameworks (React with Reflux and Redux)
- JavaScript automation via Node and Gulp
- Node and npm including familiarity with BrowserSync and WebPack
- CMS systems including a cursory understanding of Sitecore
- PHP
- WordPress
- MySQL
- Traffic tracking & analytics including Google Analytics, Floodlight tagging & Site Catalyst
- Flash (ActionScript 2 & 3)
- Object-Oriented programming, design patterns & architecture
- Version control including Subversion and GIT

## Work Experience

### Zac Brown's Southern Ground, Peachtree City, GA - *Senior Developer*

August 2016 - Present

Develops and maintains websites for umbrella companies and external clients utilizing HTML, CSS, JavaScript (including jQuery, Bootstrap, Node.js, Gulp, and React/Redux), PHP, and WordPress. Projects have leveraged Amazon Web Services and numerous external services, Duties have also included server setup and management.

## Recent Work

*Unless otherwise noted, all projects are HTML5 leveraging CSS3 and are built using automated tasking via JavaScript with Node running Gulp and LESS.*

**Client:** Sir Rosevelt

**Task:** Created single page app for [new musical venture](#).

**Client:** Shelly Brown

**Task:** Create an online inventory tool allowing staff to create custom inventory sheets.

**Additional Tools:** React/Redux, PHP and the FPDF library for PDF generation.

**Client:** Shelly Brown

**Task:** Create an online visualization for [jewelry combinations](#).

**Additional Tools:** React/Redux.

## **Moxie, Atlanta, GA - Senior Developer**

November 2009 - March 2016

Develops websites for Agency clients utilizing HTML, CSS, JavaScript and Sitecore. Clients included CarMax, Verizon Wireless, Chick-fil-A, Ainsworth Pet Nutrition, Georgia Pacific, Children's Healthcare of Atlanta, L'Oreal, Moe's Southwest Grill and Coca-Cola.

### **Recent Work**

*Unless otherwise noted, all projects are HTML5 leveraging CSS3 and are built using automated tasking via JavaScript with Node running Gulp and LESS.*

**Client:** Ainsworth Pet Nutrition

**Task:** Assist in optimizing mobile experience on the customer's [website](#).

**Additional Tools:** The Laravel PHP framework, and asset management via Bower.

**Client:** Rachael Ray Nutrish

**Task:** Update the client's [site](#) to employ ambient video hero images on specific pages.

**Additional Tools:** A highly customized version of the [GitHub Vide JavaScript library](#), the Laravel PHP framework, and asset management via Bower.

**Client:** CarMax

**Task:** Rebuild and rebrand the client website from the ground up.

**Additional Tools:** React with Reflux, Stylus in lieu of LESS employing the Jeet Grid System, and extensive use of Scalable Vector Graphics (SVG), all running on top of .NET-based Sitecore CMS.

**Client:** Moxie

**Task:** Continued evolution of an older prototype mobile application for the company featuring public, employee-, and client-specific interfaces.

**Additional Tools:** Apache Cordova, Angularjs, and SVG.

## **Left Brain Games, Inc., Torrington, CT - Principal Interactive Developer**

August 2005 – November, 2009

Architected and programmed both RIAs and games using Flash, PHP, MySQL, AJAX and JavaScript technologies. Clients included University of Alaska, JimiRock, and Paramount.

## **IQ Interactive, Atlanta, GA - Interactive Developer**

December 2003 - August 2005

Developed award-winning RIA content for clients including Royal Caribbean, Volkswagen, National Geographic, and Showtime. Accolades included Web Awards (Best of Show, 2005) and Macromedia MAX Awards (Best Advertising/Branding Experience 2005, People's Choice 2006)

## **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.

**Pharmedica Communications, LLC, Killingworth, CT - *Multimedia Engineer***

May 2002 - April 2003

Programmed online and CD-based content for Continuing Medical Education.

**McGraw-Hill, Farmington, CT - *Lead Multimedia Programmer***

January 1999 - May 2002

Created online and CD-based educational content utilizing Adobe Flash and Director in support of company text books.

**Funnybone Interactive/Vivendi Universal - Farmington, CT - *Multimedia Programmer/Artist***

March 1997 - January 1999

Created animated sequences and still art for interactive CD-ROMs. Programmed company projects with Macromedia Director for cross-platform CD-ROM distribution.

## **Interests & Activities**

I am a semi-regular attendee of industry-specific conferences, seminars and meet-ups to keep up on current trends and technology developments. Previously I served as the co-Manager of the Atlanta Adobe Flash Platform User Group from 2009-2011 and shared responsibilities for the organization and administration of the Adobe-sponsored User Group focusing on the Flash Platform. Assisted in the arrangement of speakers as well as acted as a liaison for Adobe within the Atlanta development community.

I also enjoy photography, working outdoors, and spending time with my wife, daughter, and dogs. You would too, if you met them.

## **Education**

**University of Connecticut Storrs, CT**

1990-1993: BFA Theatrical Scenic Design

**Marist College Poughkeepsie, NY**

1988-1990: 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).