

Ferris Scott Thomas - *Web & Interactive Developer*

Email: ferris@fsthomas.com

Mobile: 1-404-274-1632

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.