

Ross Angle

Software Engineer

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<https://www.rocketnia.com/>
<https://github.com/rocketnia>
<https://github.com/lathe>

Open Source Developer Independent Jan 2017 – Present

- ▶ Created various utility libraries for the Racket programming language, including:
 - Punctaffy, a higher-dimensional bracket notation, which took some study of category theory.
 - Interconfection, a deterministic concurrency framework for implementing module systems.
- ▶ Maintained Travis CI continuous integration scripts to keep the Arc community's tests running.

Front-End Developer GSN Games, Inc. June 2014 – Jan 2017

- ▶ Worked on the *GSN Casino* Facebook app, writing application logic, Angular.js UI views, Less stylesheets, SQL database migrations, Jasmine and Istanbul unit tests, and A/B tests for new features including progressive jackpots, achievements, cross-promotion dialogs, and decorative holiday themes.
- ▶ Maintained and participated in cross-team design for a container layer, a mock server, and a Gulp build process so HTML5 games could be added alongside *GSN Casino's* Flash and Unity games.
- ▶ Expanded and refactored the features of *GSN Casino's* admin configuration website.
- ▶ Trained a remote developer team. Tracked tasks in JIRA, and used Crucible for code reviews.

Software Engineer FunMobility, Inc. Oct 2010 – May 2014

- ▶ Worked with external teams to code more than 15 multiplayer HTML5 games for the *FunChat* iOS/Android mobile app. Trained two coworkers in HTML5.
- ▶ Designed and built a distributed transactional memory model and an iframe-based game previewer for multiplayer *FunChat* games.
- ▶ Defined an API and wrote a build script and a Node.js mock server to support a product pipeline for *AppWidgets*, a SaaS platform of mobile marketing campaigns (e.g. surveys and coupons). *AppWidgets* customers configure their mobile push campaigns on the Web with in-browser preview.
- ▶ Worked on a small team to code four *AppWidgets* widgets and configuration pages.
- ▶ Worked on a team to code the iOS/Android app *Chiquita FanFun* (IBM LEADER Award winner) and the iOS app *ISSMM CONVERGE Chicago 2012* based on *AppWidgets* technology.
- ▶ As the sole engineer, developed an Android wallpaper app, *Live Wallpaper Planet: Earthscapes*.

Web Developer Linfield College Feb 2007 – Dec 2008

- ▶ Built a PHP and MySQL CRUD interface for page content that could be edited by faculty.
- ▶ Used a drag-and-drop library to build an admin interface for rearranging faculty listings.
- ▶ Assisted the webmaster with updating page templates and debugging the site.

QA Tester and Software Engineer Pronto Games, Inc. Summers 2002–2007

- ▶ Tested the Game Boy Advance games *Ten Pin Alley 2* and *Thunder Alley*, and built a Microsoft Access database to track bugs.
- ▶ Configured dozens of ports of the BREW games *Pac-Man*, *Ms. Pac-Man*, *Dig Dug*, and *Galaga*.

Student Linfield College Sep 2005 – Jan 2009

- ▶ Received a B.A. in Mathematics with a minor in Computer Science.

While I'm capable in many programming languages, the ones I have the most first-hand experience with are JavaScript (with Node.js or HTML and CSS), Racket, Java, and Groovy. I'm familiar with event-based GUI programming, reactive programming, and pure functional programming, and I've used Windows, Linux, and macOS workstations.

In my spare time, I design programming languages (<https://era-platform.github.io/cene/>) and interactive fiction tools, striving for a world where every being is well cared for. I also like to pass the time with cartoons, obscure retro comedy anime, Mega Man games, TCGs, reverse engineering, and reading about proof theory and dependent type theory.