

Patrick Collins

Software Engineer / Musician



Collinator Studios

Github:

<http://github.com/patrick99e99>

Patrick J Collins

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Technical Skills:

Ruby, Rails, Javascript, jQuery, Angular.js, Backbone.js, MySQL, PostgreSQL, PostGIS, Sphinx, Objective-C, Cocos2D, ActionScript, AppleScript, ActionScript, PHP, 6502, Vim, XCode, TextMate, Git, Capistrano, RVM/rbenv, Bash, CSS, Behavior Driven Development with RSpec, Cucumber, Jasmine, Cedar, and SenTest/OCUnit/OCMock.

Experience:

Pivotal Labs 2013-present (Full-time Senior Software Engineer)

- ▶ Worked on many teams of varying sizes performing behavior driven development with Ruby on Rails, Javascript (jQuery, Backbone.js, Angular.js), and iOS development for clients such as Sony, AT&T, DreamWorks, USAA, Greenplum, and Goodsnitch. Also trained client developers in the area of behavior driven development and best practices for software development.

Sabuno, Inc. 2011-2013 (Full-time Senior lead developer)

- ▶ Architected and developed social shopping web app “BountyBuy.com” with Ruby on Rails and Javascript (jQuery). Worked with a small team building site components from the ground up through various pivots, implementing admin interfaces, internal marketing campaign tools, Facebook integration, concierge reporting system, dynamic form generators, merchant selling tools, integrated payment processing via Stripe.
- ▶ Architected and developed “Airspoke”, a geolocation based chat service. Built with Ruby on Rails and Javascript (jQuery). Implemented geolocation functionality with PostgreSQL, and postGIS.
- ▶ Built and developed 3rd party shopping cart SOA with authorize.net payment integration for “Gomoment.com” using Ruby on Rails and javascript (jQuery).

Nenuphar, Inc. 2010-2011 (Contract role)

- ▶ Architected and developed client-side representation of “dotM4”, a highly-dynamic multimedia messaging web app. Tasks included building event-based javascript framework with Javascript (jQuery + YUI), creating a Rails backend for asset management, integrating with Google Picasa API, implementing multi-file uploads, as well as creating video/audio editor UI layout and graphic design.

SoloElectricCello.com 2008-2010 (Contract role)

- ▶ Architected, and developed large-scale content management system from the ground up using Ruby on Rails and Javascript (prototype.js). CMS features included: Dynamic content webpages, user authentication, e-commerce store with paypal integration, digital downloads, order tracking, blog, customizable video and audio players, media storage (including flash SWF movies with custom params), events, photo gallery, memberships, contact management, newsletters with tracking, PDF shipping labels.

Buddibot, Inc. 2008 (Contract role)

- ▶ Consulted on initial design, development and deployment of “Buddibot”, a robotic telepresence app built with Ruby on Rails and Javascript (prototype.js). Worked with a distributed remote team.

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Budokon International 2006-2007 (Full-time Creative / Technical Director)

- ▶ Designed www.budokon.com website using PHP and Javascript (mootools).
- ▶ Assisted in development and maintenance of contact management & newsletter system built with Ruby on Rails and PostgreSQL. Implemented Paypal order tracking and notification system.
- ▶ Created three commercial interactive DVDs from the ground up: "Flow & Flexibility", "Strength & Balance", "Power & Agility". Tasks included: Building motion graphics menus and scenes with Illustrator, Photoshop and After Effects, video editing and color correction with Final Cut Pro, DVD scripting/authoring with DVD Studio Pro, and creating the original music soundtrack with Logic Studio.

Collinator Studios, Inc. (Self-employed)

- ▶ Architected and developed multi-media production tracking application "Tracktastic" using Ruby on Rails and Javascript (prototype.js). Application supports: User authentication, admin tools for creating releases, info, and assigning users to projects, DVD art/images, project history archives.
- ▶ Created Flash ActionScript game, "Super Collins Breakout". http://collinatorstudios.com/dev/super_collins_breakout/
- ▶ Created Mac OS X Cocoa "Memory Game", a reveal and match memory game.
- ▶ Created "Bootykon", a Cocoa app real-time dynamic yogic/martial arts exercise program.
- ▶ Created Mac OS X Cocoa "Addressbook2pine", an app that allows you to import Apple's Contacts (Address Book) into the unix email clients "Pine" and "Alpine".

Music Industry Experience:

Collinator Studios, Inc. 1998-2010

- ▶ Composed original music and sound design for a multitude of projects for clients such as Dita Von Teese, Jim Henson Studios, Weatherbug.com, Eidos Interactive, Peter Shin, and Budokon International.

Walt Disney Company, Glendale, CA - Senior Sound Designer 1995-1998

- ▶ Composed and arranged music, created sound effects for several console / PC games including: Maui Mallard, Gargoyles, Pocahontas, Toy Story, 101 Dalmatians, Aladdin, Lion King, and Nightmare Ned.

Westwood Studios, Las Vegas, NV 1992-1995

- ▶ Created FM synthesis sound effects for soundblaster sound cards, performed digital editing and effect processing for the video games Lands of Lore, Kyrandia II, and Kyrandia III.

Education:

- ▶ Big Nerd Ranch, Atlanta, Georgia - iPhone Development / Objective-C Boot Camp, 2009
- ▶ Big Nerd Ranch, Atlanta, Georgia - Ruby on Rails Boot Camp, 2008
- ▶ California Institute of the Arts, Valencia, California - Bachelor of Fine Arts, 2002

Interests:

- ▶ Classical piano recording & performance
- ▶ Classic arcade games
- ▶ Electronics, Digital Signal Processing, and mathematics
- ▶ Culinary arts (specifically vegan raw food)