

MATTY NOBLE

740 E Olive St., Seattle, WA 98122 :: (206) 802-5616 :: elmin@imap.cc

AREAS OF EXPERTISE

Programming Languages:

- Ruby, Perl, PHP 5, C, Javascript, Scheme, Lua, Python, recent experimental work with Objective-C, some experience with Java and C++

Other Languages:

- HTML, XHTML, CSS, XML, SQL, Bison/Yacc, Flex, Ragel

Operating Systems:

- Linux (Ubuntu, Debian, Redhat/RHEL, FC4), Macintosh OS X

Technologies and Tools:

- Rails, MySQL, Subversion, Apache, nginx, BIND, Capistrano, Prototype, MochiKit, script.aculo.us, Emacs, L^AT_EX, RSpec, RDoc, VIM, GNU make, bash, experimental work with Cocoa and AppKit, OpenGL

EXPERIENCE

2007-present — Reach Machines

Independent Contractor

- Designed and implemented a Rails-based prototype for this application.
- Worked with management to develop application requirements and to adapt the concept to available resources.
- Established and maintained the development and production environments as well as the deployment process.

Summer 2007 — Affirma Consulting / Dipiti (<http://www.dipiti.com>)

Independent Contractor

- Performed bug fixes, SEO adjustments, and feature enhancements in preparation for the first public release of this Rails-driven site.
- Integrated a third-party mail API using SOAP4R.
- Set up nginx, monit, OpenVPN, and Rails on the production servers with a Capistrano deployment process.
- Wrote and maintained unit tests for new features using RSpec.

2006-2007 — ZoeCity LLC

Lead Developer

- Specified, implemented, tested, and debugged new features and debugged existing features on a PHP code-base inherited from contract developers.

- Designed and implemented an MVC framework in Ruby to allow an incremental transition to Ruby from PHP where a complete and atomic rewrite would have been required with existing tools.
- Developed comprehensive documentation for our proprietary framework using RDoc.
- Developed cutting edge user-experience features using Prototype, Scriptaculous, and MochiKit.
- Introduced source code control using Subversion and developed procedures for code management, backup & recovery, code documentation, and issue tracking.
- Managed external developers.
- Performed release management and server administration, including several successful re-locations of the production site to other servers. Managed BIND, Apache, and MySQL services on the production site.

2006-present — SH Web Design

Sub-Contractor

- Provided debugging and general technical assistance in constructing and troubleshooting several e-commerce contract projects.

2005-present — Kultur Shock (musical group)

Musician/Webmaster

- Redesigned and re-implemented the Kultur Shock website.
- Designed artwork for an album.

2003-2006 — University of Washington Computing & Communications

Customer Service / Technical Support Student Staff

- Provided customer service and technical support for computing services to the campus community as part of a high-volume phone and e-mail support center.
- Maintained and deployed an internal, web-based scheduling system which allowed management to perform scheduling more effectively.
- Wrote and maintained documents that clarified our access and usage standards for development resources.

2002-2006 — Community Egoboo Development

Project Maintainer / Developer

- Maintained the code-base for Egoboo, an open-source real-time 3D game engine.
- Added and revised core features of the engine.
- Wrote and maintained technical documentation.
- Collaborated with remote developers using TWiki, PhpBB, and Subversion.

EDUCATION

BA in Linguistics (Dean's list), 2006, University of Washington
AAS, 2002, Bellevue Community College