Robert Norris Prescott

Oakland, CA
RobbPrescott@gmail.com 802.318.2580

Software Engineer

Summary

I am a Software Engineer passionate about developing apps that clients love and use frequently. I am familiar in all aspects of development (full stack) as well as managing projects and clients. I fully engross myself in any project I work on and I'm willing to put in the hard work that's necessary to make things happen.

My formal education was as an Electrical Engineering and Computer and Systems Engineering dual major where I learned in C++, Java, Ruby, and Embedded Control programing in C. Since then I've worked in Python, Java, C, C++, Groovy and Grails, Javascript and PHP as languages and SQL and MongoDB as databases. Working on web applications for my last two positions I've also grown familiar designing interfaces with HTML and CSS (and LESS) as well as a variety of JavaScript libraries like jQuery and AngularJS.

I truly enjoy working with clients to help them create what they need and I want to be able to do this for you.

Education

Rensselaer Polytechnic Institute *Troy, NY*

May 2008

BS Dual Major in Electrical Engineering - Computer and Systems Engineering

Senior Project: Planning and developing a tag based resume system for creating custom resumes based on the type of job in Ruby on Rails.

Technical Expertise

Languages: Groovy and Grails, Python, PHP, C, C++, Java, HTML, JavaScript, JSON, CSS, SQL, MongoDB, jQuery, AngularJS

IDEs: VIM + any IDE

Professional Experience

Systems Specialist II (Senior Developer) *November 2015-Current*

Cherokee Nation Technologies contracted to USGS *Fort Collins, CO*

Worked on an agile team to develop and maintain the USGS's (and DOI's) metadata repository, ScienceBase.gov. I worked directly on the ScienceBase web application, as well as a number of websites and applications using SceinceBase's REST API with JSON.

- ScienceBase is a Groovy on Grails application with a MongoDB backend and utilizing elasticsearch. I worked directly on parts of the main interface, REST interface, database, and processing mostly in Groovy and Grails, but also vanilla Java.
- Built a Java library to access the ScienceBase REST API for ScienceBase partners.
- Worked on multiple Python scripts that interact with the ScienceBase REST API.
- Fixed lots of code and documentation from when I previously worked here :)

Senior Software & Support Engineer *August 2013-Sept 2015*

TopScore, Inc *Remote*

Developed for and supported a 200,000+ user SAAS product. Worked directly with customers as well as the sales and development teams to prioritize and develop features and product direction.

- TopScore is a SAAS event registration platform built with PHP and SQL and leveraging jQuery, LESS and Redis.
- Evaluated potential usability issues and created solutions for UX issues.

- Helped develop a JSON API to enable the product to be easier to test and maintain in the future.
- Helped develop a release cycle to improve testing and stability in the product.
- Worked on side projects for other clients as a freelancer working with clients and developing LAMP and jQuery applications and websites.

Application Software Developer II *November 2011-Sept 2013*
Cherokee Services contracted to USGS *Fort Collins, CO*

Worked on an agile team to develop and maintain the USGS's (and DOI's) metadata repository, ScienceBase.gov. I worked directly on the ScienceBase web application, as well as a number of websites and applications using SceinceBase's REST API with JSON.

- ScienceBase is a Groovy on Grails application with a MongoDB backend and utilizing elasticsearch. I worked directly on parts of the main interface, REST interface, database, and processing mostly in Groovy and Grails, but also vanilla Java.
- Groovy on Grails with Java, XML, CSV, SQL and PostGreSQL: I worked on multiple metadata harvesters for ScienceBase, working with customers to verify consistency and correctness. These were written in Groovy on Grails and Java and came from XML, CSV, SQL, PostGreSQL and JSON sources.
- Groovy on Grails RESTfully calling Groovy on Grails: Worked on EERMA, http://my.usgs.gov/eerma/, a Groovy and Grails application that uses ScienceBase to store it's data.
- Javascript REST calls with JSON utilizing AngularJS: I created a metadata editing tool, DEPTH https://my-beta.usgs.gov/depth. DEPTH uses ScienceBase to store it's data but presents it to the customer in a way that makes sense for their scope. This is an application written entirely in HTML and Javascript utilizing AngularJS and jQuery libraries.

Chief Information Officer *October 2012-Sept 2013*
Fort Collins Ultimate *Fort Collins, CO*

Helped create and manage the non profit organization in charge of running leagues, tournaments, and community activities for the Ultimate (frisbee) community of Fort Collins. http://fcultimate.com

- Determined the suitable web services from which we could efficiently run the organization.
- Helped write and edit the bylaws for the organization.
- Ran a successful tournament and multiple leagues with all proceeds flowing back to the community through FC Ultimate (to local college teams, etc).

Software Developer *May 2009-August 2011*
Output Service, Inc *Boulder, CO*

Maintained and developed projects which process customer data to fit a suitable format for print or online viewing. This involves communicating with customers and customer services representatives on a daily basis to create or fix projects suitable for their needs.

- Maintaining and creating C/C++ programs and Perl/Kornshell/SQL scripts to process, load, manipulate, and output customer data.
- Maintaining customized web pages and web applications for multiple clients. (HTML, CSS, Perl/ASP, Joomla)
- Working closely with customers and representatives to ensure all requirements are met and completed within a time sensitive deadline.
- Ensuring that all data is kept secure and correct through a system of checks run on each project.
- Managing multiple projects at once while ensuring deadlines are met.

Software Developer *June 2008-Dec 2008*
DigitalGlobe *Longmont, CO*

Joined a fast-paced team on a six month R&D contract to develop a high performance computing platform

prototype using Java, C, C++, and NVIDIA CUDA to deliver high resolution images.

- Gained experience writing CUDA, Java, and JNI code as well as using the Ant build environment and running unit tests with JUnit.
- Worked toward producing production ready code in a highly agile environment.

Software Engineer, Technical Intern II *June 2007-August 2007*
Ball Aerospace & Technologies Corp *Boulder, CO*

Worked during a summer term to update code in LabVIEW and Python that was used in testing the telemetry of multiple proprietary devices developed by BATC.

- Implementing re-entrancy to decrease memory usage, and modified code to automatically create more readable control documentation tables.