

Nejuf Rowan

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<http://nejuf.net>

SKILLS SUMMARY

Advanced:

- AS3/AS2
- Bash
- Ruby (Ruby on Rails, Mongoid)
- JavaScript (jQuery, Backbone, Ember, Node)
- Linux
- DBMS (MySQL, PostgreSQL, MongoDB)
- HTML/CSS/SCSS
- Remote server management

Intermediate:

- Digital graphics (Photoshop, Inkscape)
- Apache
- Mobile (iOS/Android)
- Unity 3D
- Blender 3D
- Computer networking
- Python
- Java
- Video hardware/software
- RS232 serial control

PROFESSIONAL EXPERIENCE

Software Engineer

STERIS Corporation (through acquisition of *Black Diamond Video, Inc.*) July 2015 – Present

- Responsible for the design, development, and release of the Linux system and web software of the IDSS(Integrated Digital Surgical Suite) surgical operating room integration solution.
- Bash-scripted the automated remote migration of legacy Fedora servers to Ubuntu, and the installation of a new bootloader.
- Created Xorg graphic monitoring system utility that records the touchpanel graphics and location where the user pressed on the touchpanel. By showing where the user clicked and what the user saw, this feature greatly eases the burden of debugging reported issues and provides valuable data for usability studies.
- Implemented Monit-based system performance and status monitoring, that sends email alerts when system is not performing within the expected range.
- Resolved IDSS network security vulnerabilities and achieved Qualys A-grade SSL security rating by updating/recompiling Apache and OpenSSL, and defining stricter system configuration.

Ruby on Rails Software Engineer

Black Diamond Video, Inc.

July 2014 – Present

- Responsible for the web software development of specialized hardware and video systems used in medical and commercial environments.

- Developed new surgical OR touchpanel features such as tools for drawing on live surgical video, procedure data search typeahead, form auto-complete, and serial device controls for surgical lights and cameras.
- Designed and developed a new recording solution for medical trauma centers. This product enables the hospital to record multiple trauma-bays simultaneously 24/7, with 4 HD video feeds per bed/room, and have a remote user play back the videos in a variety of layouts. Browser-based graphs of the camera recordings make it easy for the remote user to find when and where events happened in the frequently chaotic trauma center.
- Assisted in the technical support and deployment of 100+ medically specialized remote servers.

Software Engineer

Peek Travel, Inc.

January 2014 – June 2014

- Responsible for full-stack development of multiple company platforms, including Peek.com and Peek Professional.
- From scratch, implemented a large high-demand feature that enables tour operators to manage and schedule their guides and resources online using Peek Professional.

Game Software Developer

Cybernate Arcade Prehacks

September 2010 – January 2014

- Responsible for debugging, modifying, and creating AS2/AS3 games, tools, and techniques.
- Released five Flash games, including one available in the App Store (iOS) and Google Play (Android).
- Created written and video tutorials about my programming tools and techniques to help teach the 4-5 core members of my team many of the skills they use daily.
- Addressed and resolved security issues with user privacy, content protection, and vulnerabilities to remote intrusion and attacks.

FORMAL EDUCATION

- University of Advancing Technology – Tempe, Arizona
 - Bachelor of Arts Degree in Game Design – GPA 4.0/4.0
 - August 2007 – April 2010
- App Academy – San Francisco, California
 - 12-week Full-Stack Web Development course
 - September 2013 – December 2013
- Edx.org
 - Introduction to Computer Science and Programming Using Python MITx - 6.00.1x