

Trey Cordova

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Experience

Software Engineer, *June 2015 – Present*

Socrata, Inc., www.socrata.com

Implemented a brand new authorization login flow for customers interested in Single Sign On.

Shipped Socrata Perspectives, a data-driven narrative software that ties together government data powered by Socrata's visualization and asset libraries.

Introduced and maintained Socrata's first style guide, a collection of UI design standards, fonts, and React components shared across several projects.

Technologies: JavaScript (React, redux, Flux), node.js, SCSS, PostgreSQL, Ruby on Rails, Scala, Java.

Projects: Socrata Perspectives

Front End Engineer, *June 2014 – June 2015*

Gaikai, a Sony Computer Entertainment Company, www.gaikai.com

Developed an internal web application to offer detailed analytics into the services that compose the PlayStation Now network.

Technologies: JavaScript, AngularJS, Jasmine, node.js, Highcharts.js, gulp.js, MongoDB, elasticsearch.

Projects: PlayStation Now, ngTestHarness

Web Developer Internship, *October 2011 – May 2014*

Sandia National Laboratories, www.sandia.gov

Built web applications for business intelligence in the Data Analysis, Visualization and Communication group. Provided interesting insight and visual views of data through programming to help Sandia sell and license technologies.

Technologies: backbone.js, node.js, MongoDB, Twitter Bootstrap, Python, PHP, Laravel, MySQL, AJAX, JavaScript, HTML5, CSS3, SASS, Grunt, Bower, Git, RESTful services.

Projects: iPad App Template (JS), Cyber Attack Configuration Dashboard (node.js), Intelligence, Surveillance, and Reconnaissance Capture Planning Tool (PHP).

Freelance Front End Engineer, *November 2013 – May 2014*

Bounce, Inc., www.bouncechat.com

Designed and implemented a prototype mobile application that allows geo-sharing of music, videos, and text. The application targeted iOS and Android phones and made heavy use of HTML5 geolocation API.

Technologies: Apache Cordova, AngularJS, Twitter Bootstrap, Google Go, RESTful services, HTML5 geolocation API.

Education

B.S., Technical, Computer Science, *August 2010 – May 2014*

University of New Mexico

Journalism and Various Studies, *August 2009 – May 2010*

George Washington University

On The Side™

Some of my knick knacks and doodads.

Created and maintain [nativejsx](#), a JSX-to-JavaScript native DOM transpilation library.

Designed the brand and look-and-feel for [seattle.rs](#), a Seattle-based Rust meetup.

Developed a fully-functional, blog engine – inspired by Ghost – with AngularJS, node.js, and MongoDB.

Authored an agile development board to facilitate backlogs, progress, and finished user stories with backbone.js and jQueryUI – similar to Trello.

Built a data aggregation site based on World of Warcraft's auction house API with bash script, C, Redis, AngularJS, and node.js – focus being performance.