

Jeff Marvin

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I am a **front-end web developer** with experience in online marketing, team building, project management, and data analytics.

I've returned to active software development in the last three years with a passion for making scalable, mission-critical SAAS applications using modern practices (modern agile, pair programming, continuous integration and delivery) with organizations that want to make better software and a better world. I create, iterate and learn.

Experience

Software Developer, Clio.com / Themis Solutions (2015 – Dec. 2017)

I developed front-end components and features for the industry leading SASS product in the legal market. I used modern development practices including continuous integration and deployment, code reviews, test development, developer-led QA, and pair programming in a cross-disciplinary agile development team.

We recently redeveloped a new version of Clio as a single page application (SPA), backed by a new API and a custom AngularJS front-end component library. My Billing team hit our deadline to deliver high profile features promised for the September 2017 launch at ClioCon, our yearly user conference.

As the lead front-end developer on the Billing team, I mentored and pair-programmed to train the existing Rails developers in front-end technologies. I lead the markup and styling development for the responsive CSS and HTML. I was the Scrum Master for the team. I contributed to ThemisUI, an internal component library bringing consistency to the code and the UX/UI. (<http://themisui-docs.clio.com/>)

Web Development Manager, BioWare (2011 – 2015)

Built internal and external teams that produced high availability SPA portals for game data from Mass Effect and Dragon Age. Recruited and hired web developers, managed web development team and projects. Shaped web team processes and best practices for product development, documentation, content pipelines, and QA.

Business Analyst, BioWare (2009 – 2011)

Built a fledgling telemetry initiative to drive executive and product teams toward a business intelligence practice. Produced telemetry product features and analyzed web, game and financial to produce insights in Tableau and Excel for a range of executive and franchise stakeholders across EA.

Online Channel Manager, BioWare (2008 –2009)

Designed and produced innovative online features with internal developers and outsourced agencies. United the community, content and engineering teams into a single group focused on growing BioWare's online community.

Senior Web Developer, BioWare (2002 –2008)

Senior Web Developer, Pangaea Systems (1994- 2001)

Education

Certified SCRUM Product Owner 2014

Bachelor of Science, Computing Science Specialization, University of Alberta 2001

Bachelor of Arts with Honors, Philosophy, University of Alberta 1998

Products

Full Stack SASS
Game Data Portals
Media-Rich Marketing Sites
Online Communities

Methods

SCRUM / Modern Agile
Remote Development
Pair Programming
Team Leadership
Recruiting / Hiring
BI / Data Analytics / Tableau
Outsourcing

Tools

JavaScript
AngularJS
HTML5 / CSS
Ruby, PHP
Jasmine, SQL
Git/Perforce, JIRA
MS Office / G Suite
Photoshop / Sketch

To Do

Node++
React
GraphQL
Golang

Shipped to Web

[Clio ThemisUI](#)
[Clio Apollo](#)
[Dragon Age Keep](#)
[N7HQ Portal](#)
[BioWare / Blog](#)
Mass Effect (3)
Dragon Age (2)
Neverwinter Nights (3)
City of Edmonton
City of Calgary
Alberta Agriculture

Awards

2006 Webby Honoree
1998 Philosophy Gold Medal

Volunteer

Exchange.JS
Girls Learning Code
Junior Forest Wardens Leader

Et Cetera

[GitHub](#)
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about.me/jeffmarvin