



NICHOLAS BOUREY

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PROFILE

I am a career oriented developer looking to further my career and expand my abilities. I possess strong analytical and technical skills that I utilize to bring rich applications to market. I would like to help develop new technologies that can be utilized across multiple platforms. I am seeking a small to medium sized company that I can branch out and help bring new concepts and technologies to market utilizing the best software engineering techniques and open source software to help aid in the development process.

EXPERIENCE

SENIOR SOFTWARE ENGINEER - THINKING SCREEN MEDIA, INC - WELLESLEY, MA JUN 2010 - PRESENT

Senior engineer in charge of iOS related projects and their new Flash Platform. I helped to develop many of the core libraries and technologies used through out many of iPhone/iPad to demonstrate the companies abilities. In addition to building re-usable libraries I was responsible for helping junior developers debug, tune, and develop code and technologies for use through out our product line. In addition to our iOS apps, I helped to expand the companies skill set with a knowledge of Flash Lite and ActionScript 2. This allowed the company to rapidly build a new platform based on my knowledge in about 7 months time.

Some highlights of my time with Thinking Screen Media, Inc. Include:

- Helped to develop and maintain core library that communicated with their web services
- Wrote Twitter Client Library for use in all iPhone/iPad applications that needed to communicate with twitter
- Helped to develop coding standards and policies for application Submission
- Built a firm skill set with Flash Lite and ActionScript 2.0
- Helped to expand to companies' platform reach to Flash based platforms.
- Designed/Architected and entire platform using Flash Lite and ActionScript
- Developed UI library in ActionScript 2
- Worked with other team members to design other proxy services.

CONTRACTOR - APPERIAN, INC - BOSTON, MA APR/MAY 2010

Helped assist in building a custom portal for one of their clients using Symfony 1.4/Doctrine

CONTRACTOR - DS MEDIA LABS, INC - WEST PALM BEACH, FL APR 2010

Helped assist a developer from within the company finish a Content Management System developed with Google Web Toolkit.

SOFTWARE ENGINEER - DS MEDIA LABS, INC - WEST PALM BEACH, FL — JUL 2008 -SEPT 2009

Assist in rapidly building iPhone, Web and other media rich applications to market for various clients as well as internal projects as part of a team of developers. As a team member of DS Media Labs, I was required to use the latest software and technologies available, as well be innovative in ways to help solve problems. We utilized technologies such as the iPhone SDK from Apple, PHP 5, PostgreSQL, and Subversion to help maintain source code.

Some highlights of my time with DS Media Labs, Inc. Include:

- Assist in developing core libraries used through out all projects
- Rapidly develop web services utilizing PHP5, Doctrine, and a custom JSON RPC server class.
- Developed WMA/MMS Stream protocol handler for the iPhone.
- Developed, and deployed a custom asterisk system with custom database system.
- Built a dynamic website utilizing latest WEB 2.0 Techniques, including DHTML, Javascript, and AJAX.
- Helped manage and configure various linux servers for clients and the company.

- Helped deploy Apache, PHP 5, and PostgreSQL servers for clients.
- Knowledge of compiling and building custom configurations as well as most package managers.

WEB DEVELOPER - FORESITE TECHNOLOGIES INC - EAST HARTFORD, CT — DEC 2007 - JUL 2008

Developed and maintained small to medium scale websites as part of a development team using PHP4 and MySQL. Most projects I worked on were contract based and done on a strict timeline.

Some highlights of my career with Foresite Technologies, Inc. include:

- Rapidly built and deployed websites utilizing custom ORM framework developed in house.
- Assist others in maintain existing websites and adding new functionality
- Developed code under linux through an SSH session.
- Framework was driven extensively by XML configuration files.

IPHONE APPS

FLOVERLOAD

Coded most of the game play.

<http://www.itunes.com/apps/floverload>

RADIOLICIOUS

Designed/Coded stream handlers

<http://www.itunes.com/apps/radiolicious>

FALL OUT BOY'S ALL ACCESS

Coded Webservice

<http://www.itunes.com/apps/falloutboyallaccess>

OTHER

MoltenCore - OS X/iOS Framework For Data Modeling and Web Services

Framework Maintainer

<http://moltencore.googlecode.com/>

EDUCATION

Wentworth Institute of Technology, Boston, MA — 2003 - 2006

Eastern Connecticut State University, Willimantic, CT — 2001 - 2003

OPERATING SYSTEMS

Windows, Mac OS X 10.5 (Leopard)/10.6 (Snow Leopard), Linux, Unix

PROGRAMING LANGUAGES

C/C++/Objective-C, PHP 4/5, JavaScript, MySQL, PostgreSQL, C#, ASP.NET, ActionScript 2.0

FRAMEWORKS

Apple: iPhone SDK (2.0 - Current), AppKit, Cocoa, Foundation

PHP/Web: jQuery, Smarty Template Engine, Doctrine

SOFTWARE

MS Visual Studio, XCode 3, Interface Builder, VIM, pgAdmin3, BBEdit, Adobe Flash CS5

REFERRALS

Available Upon Request