

**Ryan Freebern**, [ryan@freebern.org](mailto:ryan@freebern.org), (603) 359-5262; Burlington, VT

I want to create intuitive and intelligent software that helps enrich and simplify people's lives. I am passionate about good design and usability, and I want to work with others who understand the importance of those ideas. I am not satisfied with the status quo, and I have a constant desire to learn new things and take on new challenges.

**Union Street Media**, Lead Web Developer, June 2008 – Present; Burlington, VT

I maintain and enhance USM's complex in-house CMS using PHP, MySQL, Apache, Linux, HTML, CSS, and Javascript, build custom solutions for a variety of retail and real estate clients, work with clients as needed to develop project plans, and help guide the direction of the company's web technology strategy as a whole.

**U.S. Army Game Project**, Web Developer, March 2004 – May 2008; Telecommuting

As a developer and project manager, I helped build and maintain websites for the Army Game Project (*America's Army*). I mainly used PHP, HTML, CSS and Javascript for development on Linux servers running Apache and using MySQL databases, although various projects required Flash, ActionScript, Perl and C.

**U.S. Coast Guard R&D**, Flash Developer, September 2002 – September 2004; Groton, CT

I developed three crewmember training applications using Flash, ActionScript, HTML and Javascript and wrote extensive project documentation for each.

**Applied Science Associates**, Software Engineer, January 2002 – September 2002; Narragansett, RI

I performed many tasks, including creating a powerful interface to the company's internal client database, building a website that summarized and presented real-time data from wireless water sensors in Narragansett Bay, and writing extensive end-user documentation for several of the company's software products.

**Epic Games**, Perl Developer, November 2001 – April 2002; Telecommuting

I designed and implemented add-ons to TWiki, an open-source wiki system written in Perl. Several of which were eventually incorporated into TWiki's core codebase, and I am now in the documentation as a contributor.

## Skills

PHP, Perl, Javascript, C, ActionScript  
HTML, XHTML, CSS, AJAX, Web 2.0, XML, RSS, Flash, REST, cross-browser design, web security  
Linux, Windows XP  
Apache, MySQL, SQLite  
User interface design, user experience design, accessibility, technical writing, quality assurance

**Syracuse University**, B.S. Computer Science, 2002

While focusing on learning the fundamentals of software engineering and development, I endeavoured to experience a broad range of research areas. My studies included x86 assembly, C, C++, Java, LISP, Scheme, Perl, cryptography, fractals, peer-to-peer networking, and artificial intelligence.

**Portfolio available** at <http://ryan.freebern.org/resume/portfolio>.

Tuesday, February 3, 2009