

James Butler

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Developer
Web Architect
Internaut

Professional Objectives

- Define processes and implement strategies for web projects
- Leverage network psychology and new technologies for improved human interaction
- Build cool projects with cool people

Employment History

Contract Web Developer : July 2012-Present

Building web projects using PHP, MySQL, Javascript, jQuery, CSS and HTML5.

The Welch Group : March 12, 2012-July 2012

PHP / HTML5 Developer

As a contractor with Robert Half Technologies in Los Angeles, I built early iterations of The Welch Group's proprietary video product using PHP, MySQL, Javascript, JSON, CSS, HTML5. Built a custom shopping cart integrated with Authorize.net's CIM framework.

The Criminal Defense Group : 2001-May 2012

Web Developer, Web Marketing Director, Application Developer, IT Director

Managed a single-office network of 25 Windows workstations, 2 dedicated Red Hat Linux servers, and provide remote technical support to several hundred attorneys nationwide.

Developed proprietary marketing tools to assist in the deployment, management and reporting of extremely broad online advertising campaigns with a monthly spend of over \$60,000 and monthly Internet revenues of over \$400,000. These are low volume web properties, with traffic averages around 6,000 unique visitors per day.

Designed and programmed several web-based applications to assist resident attorneys in their management and reporting duties. Applications built with: Linux, Apache, HTML, HTML5, Javascript, CSS, PHP, XML, MySQL. They are integrated with various Microsoft products such as Access and Excel in the office. The office Windows systems utilize various VBScript macros and MS-DOS shell scripting which I authored. These applications enable the firm's attorneys to communicate, schedule, track, evaluate, and manage their cases, nationwide.

Internet Society - Los Angeles Chapter : 1998-2010

Board of Directors Chairman, Chapter Trustee and Education Committee Chair

Working with this chapter of the international organization.

Our chapter is dedicated to promoting general Internet knowledge, working to develop Educational applications for the Internet, and participating in the creation and standardization of protocols for Internet activities through the Internet Engineering Task Force (IETF), a branch of the Internet Society (ISOC). We are officially the largest ISOC Chapter, with over 400 members, state-wide.

Contract Web Developer : 1990-2001

Projects include crunching HTML for the initial rollout of the CitySearch website and building a Shockwave game for the Paramount Pictures/Howard Stern movie site, among others.

Clients include OverTheNet, Zentropy Interactive, NextStep Media, ZigZag, Platt College, Glendale Career College, Dori Howard Enterprises, MyPhotoDiet.com and many others.

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XactImage : 1999-2000

Application Developer

Working with this Los Angeles-based web production company.

Among other activities, I developed the programming for a 'proof of concept' for Fairchild Corporation, a major aerospace parts manufacturer.

The proof of concept demonstrated how their web presence could integrate with their in-house inventory chain to enable vendors and suppliers to interact directly with Fairchild's product management system. By re-purposing existing forms for use on the web, my solution maintained a low learning curve, making for a quick rollout and potentially reducing errors and improving the efficiency of their product delivery stream.

Acted as company liaison during a major transition in product offerings for our telco management clients from service affiliate AT&T.

Novomind (formerly 'eBrain') : 1998-2000

English Artificial Intelligence Developer

Working with this German company during development of their proprietary C++/Java engine, I cleaned up and augmented the translated 'brain' for their 'Virtual Agent' web-product. This involved adjusting the translated output and creating patterns and rules for the interaction between the Agent and the site visitor. (See Novomind.com for a demonstration of the current implementation.)

On a side note ... I never met my employers on this project; all communication took place in cyberspace or via the occasional transatlantic telephone call.

Instructor, Internet Programming : 1996-1999

Glendale Career College, Glendale, California

Taught a popular course in Web Design, Client-side programming (HTML, Javascript, CSS) and digital graphics production

Game Programming : 1992-1994

Cyberboy Studios, Marina Del Rey, California

Three-man development team wrote and produced award-winning CD-ROM games

PrePress Production : 1979-1992

College Press, Burbank, California

Audio Amateur Publications, Peterborough, New Hampshire

Precisionforms, Inc., Jaffrey, New Hampshire

80 Microcomputing Magazine, Peterborough, New Hampshire

Kilobaud Microcomputing Magazine, Peterborough, New Hampshire

Education

1996-2000: Certified by the State of California to teach Multimedia Production to all age groups

Platt College, Eagle Rock, California

September 1995: Graduate with Diploma in Computer Graphics and Design

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Development Environments and Tools

Production Environments:

Linux, Unix, Windows95/98/NT4/2000/XP/Windows7, Macintosh 7-OSX

Networking Environments:

Servers: Linux, Unix, Windows NT 3.5-XP;
Apache Web Server (LAMP), Sendmail and Postfix Mail Servers, SELinux, Bastille
Workstations: Windows95/98/2000/XP/Windows7; Macintosh 7-OSX
Secure Wireless

Miscellaneous Platform Experience:

Oracle 8i, Novell 3-4, MS-DOS 3-7, BeOS, PalmOS, WindowsCE;
BlackBerry, iOS (iPad, iPhone, etc.); webOS (Palm); Android

Production Software

All **webpage programming** is developed either using a simple text editor or an IDE, like Eclipse with the CVS plug-in. Other project-oriented software includes NetObjects Fusion 1-3, MS FrontPage 97-3, MS Project98, Dreamweaver and other web authoring programs.

In addition, at the request of my clients, I have developed several websites using various Content Management Systems (CMS) such as Drupal, Joomla and WordPress. These include customized base applications, custom plug-ins/add-ons/modules, and expansions of existing community work.

Web programming languages include PHP, PERL, WAP, XML, RSS, Javascript, HTML, CSS and to a lesser extent the jQuery framework, ColdFusion, Java, VBScript and others.

Database software includes MySQL and MS-SQL, a little Oracle 8i, some PostgreSQL, various Berkley implementations and Microsoft Access and Excel.

Materials production software includes Macromedia Director 3-8 and all versions of Flash (even back when it was being developed by FutureSplash!), the GIMP, Inkscape and other FOSS tools, and Adobe products including Photoshop 2-6, Illustrator 3-8, Acrobat 2-5, and PageMaker 3-7. Audio development and manipulation has been done with various audio programs including Sound Forge 2-6, Audacity and Cakewalk 7.

3-D Virtual Reality production has been accomplished with software from Lightwave, Virtus, Caligari, and most recently with SGI/CosmoSoftware's outstanding CosmoWorlds. During Game Production, our team used Kinetix 3D Studio with custom Photoshop scripts and masking effects and the DOS-based Game Creation System (GCS).

Regular **production networking** activities utilize various conferencing, shared environment, CVS, telnet, FTP, system status, remote control, and high-level browsing software. Extensive shell scripting. Frequently involved in beta-testing and professional developer programs for major manufacturers.

As the **IT Director** for a large law firm, I have had to troubleshoot and modify all kinds of workstations and servers, both local and remote. I regularly train and assist employees of the firm in the operation of their systems both in the primary office and remotely with employees all around America, and I frequently perform computer forensics tasks to aid in the development of legal defense positions. During these activities, I work intimately with all of the major operating systems, several brands of personal and handheld devices and all of their attendant communications protocols ... along with a very wide variety of personalities.

For more information, examples and media appearances, please visit <http://jamesbutler.net>