

# 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

### **HandcraftedModelShips.com : April 2014 - Present**

*Web Developer / Process Designer / Application Builder*

Managed 13 web properties, including custom PHP/MySQL websites and one Wordpress site. E-commerce websites used custom shopping carts deployed across multiple domains. Payment gateway connectors included Authorize.net, Payeezy, SkipJack and Paypal.

Designed and built many web-based applications for end-to-end, enterprise-wide inventory and product management, production manufacturing management for our overseas factories, employee task tracking, and warehouse worker deployment, among others.

### **Contract Web Developer : July 2012-April 2014**

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 for extremely broad online campaigns with a monthly spend of over \$60,000 and monthly Internet revenues of over \$400,000.

### **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.

Dedicated to promoting Internet knowledge, working to develop Educational applications for the Internet, and 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, JSON, jQuery, and, to a lesser extent: ColdFusion, Java, VBScript and others.

**Database software** includes MySQL/MariaDB, 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 had to troubleshoot and modify all kinds of workstations and servers, both local and remote. I regularly trained and assisted 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 performed computer forensics tasks to aid in the development of legal defense positions. During these activities, I worked 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 wide variety of personalities.

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