



David Lynch

909-435-4805 lynch.david@gmail.com 1019 N Skinker Pkwy #218, Saint Louis, MO 63112

Employment

LEAD DEVELOPER, DEVIANTART – 2008-2015

Full stack developer on the largest art sharing site in the world. Role grew with company, as team increased from ~6 developers to ~30, to include recruiting, mentoring, and leading development teams, while maintaining hands-on daily coding involvement. PHP, MySQL, JavaScript, Objective-C.

Lead development on a JavaScript WYSIWYG editor used by all textual site content, generating site-specific markup and working with legacy content.

Added “tags” to site, converting legacy freeform-text “keywords” on 300 million content items into structured tags. Used redis to power tag activity feeds and tag autocompletion.

Worked on “groups” community platform with a powerful and flexible permissions system, allowing users to define their own internal roles.

Developed internal prototypes of mobile apps for iOS. Built APIs to support these apps. Worked with outside developers to support partnerships using these APIs.

SPECIAL PROJECTS PROGRAMMER, ESRI; REDLANDS, CA – 2005-2008

Developed tools for internal use of Contracts department. Ruby on Rails, Python + Django, Sharepoint, and integration with SAP.

CONTRACT PROGRAMMER, P & L SYSTEMS; HIGH WYCOMBE, BUCKS, UK – 2003-2005

Subcontracting to work on sites for other companies. PHP and MySQL, with some ASP.Net.

Open Source Contributions

<https://github.com/kemayo>

- Git plugin for Sublime Text: <https://github.com/kemayo/sublime-text-git>
- Image map highlighting plugin for jQuery: <https://github.com/kemayo/maphilight>
- World of Warcraft addons: <http://davidlynch.org/projects/wow/>

Languages and Technologies

Python, Lua, Objective-C, PHP, JavaScript, Ruby, SQL, C#.NET

Redis, jQuery, React, LESS, Rails, Django, Hubot, Vagrant, Phabricator, Trac