TED NUGENT

Technical Leader, Full Stack PHP/Laravel Developer

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A relentless entrepreneurial learner and builder with a pragmatic servant-leader philosophy. I seek to collaborate with great people, bringing my diverse skills and experience to tackle interesting challenges. Skilled in designing and developing web, mobile and cloud applications from the ground up or iterating and improving upon existing product codebases. Comfortable leading and collaborating throughout all aspects and adapting to dynamic product development requirements to achieve business goals. Tenacious, resourceful and adaptable. Battle-tested over 25 years in the internet and tech industry.

PROFESSIONAL EXPERIENCE

Beachcomber Digital   July 2022 - Present
Full Stack Developer, Sole Proprietor

Focusing on a portfolio of small-business clients, concepts, design and Full-stack development of web applications built upon Laravel, MySQL, PHP, Tailwind (Tall Stack), UI/UX development and wireframing in Adobe XD, Figma. Concept, design and execution and development of mobile and web applications for clients' end users, including branding, design, Photography, Content and asset creation. Provide DevOps, SEO Support, Technical Advisors to clients in their digital strategy.

Placeholder Inc.   March 2021 - March 2022
Senior Software Engineer

Collaborated with a small team to build and improve prototype CRM in React, JS, Tailwind CSS and Golang. Introduced UI/UX process and workflows, design and implementation, CI/CD automation and DevOps principles. Provided conceptual product design, for UX and wireframing in Adobe XD.

Real Estate Webmasters (Nanaimo, British Columbia, CA)   July 2018 – March 2021
Manager, Technical Operations, Lead DevOps, Senior Full-Stack Developer

Led the Operations Team of 11 specialists for strategic development of cloud and critical infrastructure for clients on a proprietary CRM Platform specialized for top-tier Realtors and Brokerages. Developed and introduced a new Incident Response protocol, responding to reported client and IT outages. Process and procedure improvements ensured lessons learned from the analysis were applied and executed. Supported the transition to an entirely remote workforce during the COVID crisis, including infrastructure, hardware procurement, and deployment, and introduced MDM and IT policies.

Drove cost optimization initiatives including curated vendor relationships to reduce ongoing operational costs and administrative load for 4000+ cloud instances, reduced annual spending from $1.7m to $1.2m through automation, real-time systems monitoring and CI/CD pipelines. Tier 3 Customer Support resolving client escalations and outages; significantly reduced the reported outage rate and ticket resolution through the process, deployment and product improvements. Introduced a cross-departmental Technology Council, a working group of emerging thought leaders in the company to grow and facilitate the innovative process and technology adoption supporting career development and R&D efforts.

XML Team Solutions (Toronto, Ontario, CA)   March 2017 – July 2018
Manager, Software Development

Responsible for the overall development strategy, standards and workflows used to build XML Teams sports statistics portfolio and API. Systems for the sports entertainment sector. Directed six direct reports, team scheduling, performance and career development ensuring effectiveness and growth over 12 products. Introduced automation and continuous code integration, Increased the stability of deployments to improve turn-around time and defect detection ahead of customer delivery. Architected company-wide frameworks and packages to centralize standard code practices, address technical debt and expose services consumed by all company services.

Genius Factor Games Inc. (N. Vancouver, British Columbia, CA)   September 2008 - 2020
President and Founder

Concept, design execution and delivery of mobile and web applications for clients and our end users, released 6 IOS Applications to market on Unity3D framework (C# and Mono) and Apple IOS. Web and partner applications, developed primarily on a LAMP stack focused on object-oriented principles in PHP. Designed bespoke web applications to automate and streamline traditionally manual processes and workflows.

Genius Factor Internet Solutions (N. Vancouver, British Columbia, CA)   2003 – 2008
Full-Stack Web Developer

Concept, design execution and delivery of mobile and web applications for clients, primarily targeted in BC's non-profit sector.

Pacific Audio Visual Institute (Vancouver, British Columbia, CA)   June 2011 – January 2012
Game Design / Game Industry Instructor (Contract)

Taught weekly courses to students on Game Design and development and how to understand and navigate the business landscape of the Game Development Industry. Focused on the student's development of critical skills and techniques to be successful in a team environment; skills coaching.

ACRONYM Games (Vancouver, British Columbia, CA)   November 2007 – September 2008
Technical Artist / Director, Information Technology

Managed the strategic development of company-wide internal tools, software, art processes and content pipelines used in the development of software titles. Acted as "Technical Artist" supporting multiple AAA console games, built and maintained content pipelines for Sony's NBA 2009 PS2, Rocket Men: Axis of Evil and several internal development projects.

Electronic Arts (Burnaby, British Columbia, CA)   October 1995 – September 2007, 2016

Technical Artist / Web Developer (NHL 2017 - Contract)	**January 2016 - August 2016**
Technical Lead / Web Architect (EA Sports Online)	**April 2007 – September 2007**
Senior Web Developer / Architect (EA Knowledge)	**November 2001 – September 2006**
Front End Artist (SSX Tricky / WCW Wrestling)	**November 2000 – November 2001**
Technical Artist / Environment Artist (NHL, FIFA, Triple Play Baseball)	**January 1997 – February 2000**
Technical (Desktop) Support	**December 1995 – January 1997**
Quality Assurance Analyst	**October 1995 – December 1995**

Managed daily content and code integrations, improved process and error detection from 6-8 hours to under 3 hours per day. Implemented new data pipelines for analysis and improvement of failed integration checks to meet stability standards. Front-End artist working on one of EA's 1st actual 3D front-end for WCW Wrestling. Provided in-game art in the form of environments, props and supplemental artwork.
Worked heavily in a centralized online service supporting EA's sports brands which served as the central hub to manage, manipulate and report against multiple disparate systems to provide digital content and consumables to all EA Sports Brands (ASP.Net, C#, Microsoft SQL). Spearheaded the design, core development, and internal branding and managed a highly successful internal knowledge-sharing application for all studios to leverage employee experience and technical knowledge throughout the organization.
Developed an "Artist Dailies" intranet for artists, directors, and producers to review, comment, iterate and approve all art content. Saved a significant amount of time for developers and producers; content received tuning feedback and approvals and implementation into the end product faster than previous years. (C#, ASP.Net and MS SQL Server)