**ALLAN BONADIO RESUME - TIPS FOR RECRUITERS**

**Email** - The **best way to contact me is by email: bojmis@tactileint.org**. We can talk over the phone if there's a match.

I'm a little bit **hard of hearing**. I might not be able to understand if you call. Try **Email** first. I may just tell you to send an email and hang up.

**Technologies** - I'm looking for work doing **Web Front End** using **ReactJS** or **React/Redux**. I've got about 5 years of experience in React, two in Redux, 10+ years in web development. I do not do A n g­ s t ­u l­ a r or J ­a v­ a.

**Location** - I live in **San Francisco city**, so I'm limiting my attention to **San Francisco city**, **100% Remote**, or a hybrid in, or close, to SF. (Email me if you're not sure.)

**Work Status** - I am a **native born** US citizen. Right now, I'm looking for either Fulltime employment, with benefits, or W-2 contract work.

**latest Resume** - Latest resume, and my status, **always at https://resume.tactileint.org** , or keep scrolling for this one.

**Conflicts** - Please **ask** me about a company **over email** (include the company name/spelling/website), before sending over my resume, so I have a record of who's doing whom.

**JavaScript** is not the same as **J a ­v a**. They are two completely different languages used for different situations. Don't contact me about J a ­v a jobs, I'm looking for a JavaScript job.

**ALLAN BONADIO**

Senior UI/UX and Graphics Developer

San Francisco, CA       415-216-5735 (please text or email first!)  
bojmis@tactileint.org  
**Resume:** https://resume.tactileint.org  
**Portfolio:** https://portfolio.tactileint.org  
**LinkedIn:** https://www.linkedin.com/in/allan-bonadio  
**GitHub:** https://github.com/allan-bonadio

**PROFESSIONAL SUMMARY**

Accomplished Senior UI/UX and Graphics developer with over 10 years of experience designing interactive HTML user interfaces for multiple companies on a wide variety of platforms, including 5 years of ReactJS. Also accomplished in various graphics technologies (SVG, WebGL). Experienced with the full software development lifecycle (SDLC). Experienced working on cross-functional teams with Engineers, UX Designers, Product Managers, CI/CD, etc. Extensive experience programming with JavaScript and its various plugins and frameworks, including NodeJS and ReactJS.

**ACCOMPLISHMENTS**

• Single-handedly designed and began implementation of a user interface for an AI-driven drone testbench.

• Single-handedly designed and developed a user interface for a quantum mechanics simulation application

• Single-handedly designed and completed a user interface for configuring DNS resolvers and their active subnets, policies, blacklists, whitelists and redirections

• Spearheaded a role/permission system to better control access to features in a website monitoring product

• Led the overhaul of Reputation.com's front page and two dozen other related pages involving contact forms, salesforce.com interfacing, phone tracking, and the company's army of backend servers

• Developed a comprehensive map of merchant locations utilizing Google Maps

**EXPERIENCE**

**WebApp on Project AirSim   Microsoft Corporation | Original and Only Web Developer**

**3/2023-10/2023**

First and only programmer to put a Web UI on Project AirSim, a robotic drone AI testbench running in an Epic Unreal game engine  
Developed React application for controlling simulation environment, provisioning, etc.  
Interfaced Epic Unreal engine PixelStreaming (WebRTC) to WebApp  
Interfaced to main servers via WebSockets  
Assembled overall WebApp system utilizing 4 servers  
Worked with a programming group with little to no experience with web development or databases

**Squishy Electron, myself | Founding Developer**

**3/2021-present**

Developed Real-Time, interactive quantum mechanical simulation, in a web browser  
All calculations done client-side, with no server needed  
Developed React UI from scratch using native DOM widgets, scss and ES2021  
Developed interactive SVG and hit testing and dragging, and WebGL display onto canvas  
Developed numerical integration of Schrödinger's equation using Visscher's algorithm  
Developed C++ in-browser, with Enscriptem and WebAssembly; also C++ unit tests

**McKesson | Senior UI Developer**

**1/2020-2/2022**

Developed UI in a mixed React/Redux and GWT environment with ES2018  
Developed Redux stores with Immutable and Saga  
Rectified a widespread CSS problem with mixed stylesheets that everybody else had given up on  
Discovered, fixed, and explained a SCSS problem that everybody in the office was oblivious to  
Analyzed and explained a performance bug where components were re-rendered more than 30 times  
Lots and lots of unit tests using Mocha and Chai  
Participated in Code Reviews

**JP Morgan Chase | Senior UI Developer**

**2/2019-12/2019**

Designed and Developed a Source Code Ownership Management System in React/Redux  
Designed and Developed the first unit test framework that allowed in-browser testing in the company  
Developed a chat client for use in testing the Chase.com chat system  
Added features to the chat system  
Worked with ARIA on the Chase.com website, esp VoiceOver  
Participated in Code Reviews, wrote Unit Tests for Test Automation

**Enzyme | Volunteer Tech Writer**

**10/2018-1/2019**

Rewrote a significant part of the API documentation as open-source project.  
  
Regularized Terminology  
  
Added or Rewrote Introductions to Clarify Data Structures and Mechanisms

**Neustar | Senior UI Developer**

**9/2014-12/2018**

Designed, developed and tested various commercial user interfaces for load testing, website testing, and DNS filtering  
Spearheaded the design of a role/permission system to better control access to various features  
Developed unit and automated integration tests using Jasmine and WebDriver  
Contributed to Design, Wireframes, Mockups and Code Reviews  
Drove innovation by using the latest Web and UI technologies  
Utilized JavaScript, React/Redux, D3, JIRA, Confluence, git, Promises and heavy asynchronous programming, ECMA6, and countless JS plugins including: jQuery, Chosen, and hogan/Mustache, to create a more interactive UI

**Reputation.com | Senior UI Developer**

**2012-2014**

Developed and maintained a next-generation website based on back­bone.js, P­HP, JavaScript, Node.js, Apache, git, svn, Photoshop, hogan/Mustache, jQuery, underscore.js, 'AJAX' and SF­DC

**Ruckus Wireless | Senior UI Developer | 2012**

**Tesla Motors | UI Developer | 2011-2012**

**Levi Strauss & Co | Backend Developer | 2011**

**Think Computer Corporation | Senior Full Stack Developer | 2009-10**

**Slide.com | Web Developer | 2008**

**PayPal, Inc | Backend C++ Developer | 2005-6**

**EDUCATION**

**BS in Applied and Engineering Physics | Cornell University.**

Minored in Cognitive Psychology and Computer Science.

**CORE TECHNOLOGIES**

| bash | C++ | CI/CD | CSS3 | d3 | DOM | ES12 (ES6) | eslint | express | Google Chrome extensions | HTML5 | internationalization | Jasmine | JavaScript | JSON | Material UI | Mocha/Chai | MySQL | NGINX | NodeJS | npm | Promises | Python | React | Redux | regular expressions | RESTful APIs | Selenium/WebDriver | StoryBook | Stellar Nucleosynthesis | SVG | TDD | Unreal PixelStreaming | WebGL | Webpack | WebSockets |

**PUBLICATIONS**

• Bonadio, A.B.: Method and System for UI for Graphical File Management, US Patent 7,075,550. 2006.

• Gonnet, Gaston H., and Bonadio, Allan: Partial inverse heuristic for the approximate solution of non-linear equations, Informatik E. T. H. Zurich, Switzerland and Waterloo Maple, San Francisco. 1998.

• Bonadio, A.B.: Apparatus and UI Method for Interactively Manipulating Mathematical Equations, US Patent 5,189,633. 1993.

• Bonadio, A.B.: Mathematical User Interfaces for Graphical Workstations, Proceedings of the IFIP TC2/WG 2.5 Working Conference on Programming Environments for High-Level Scientific Problem Solving. September 1991 Karlsruhe, Germany, pp331-342.