

Experienced Full Stack Software Developer, specializing and thoroughly enjoy, building rich client native & responsive web applications. From RESTful Web Services to UX Design, leveraging languages & technologies such as but not limited to Java, PHP, Objective C, MySQL, JS, CSS, HTML (including Responsive Web RWD) and Photoshop, coupled with my innovation, creativity & strong engineering skills/practices, I have established a proven track record of success.

Summary of Qualifications

- Expertise in Object Oriented Analysis/Design/Implementation with core competency for iOS/PHP/Java. I am skilled at taking initial ideas/problems and through my analytical, creative and innovative thinking coupled with strong engineering principles, I am able to routinely develop a well-documented, highly extensible solutions.
- Excellent written and verbal communication/presentation skills.
- Technical leader, often mentoring junior developers, reviewing code and knowledge sharing by way of technical presentations.
- Skilled at designing/implementing Web Application Infrastructures.
- Been implementing Agile Methodologies for over a decade including Extreme Programming including TDD.

Summary of Achievements

- Developed and Launched my personal CombineMine iOS app through Apple's App Store:
<https://itunes.apple.com/us/app/combinemine/id525325143>
- Led Fidelity Investments <http://pyramis.com> Responsive Web Development Enterprise Application Rewrite 2014.
- Led Fidelity Investments Outside Wholesaler iOS Enterprise Application Design/Development to production.
- Attended Apple WWDC 2012.
- Received Fidelity Excellence Award December 2012.
- Attended Java One 2010.
- Received GTECH Excellence Award January 2007.

Technical Expertise

Languages, Technologies & APIS	AJAX, Backbase, CSS, HTML, Java, JavaScript, JQuery, JSON, JSTL, JSP, LAMP, Mobile, Mustache, Objective C, OOP, Oracle, MYSQL, PHP, REST, RWD, SPRING, SOAP, SQL, TDD, XML
IDES & Software	Eclipse, GitHub, Photoshop, SublimeText, XCode
Design Patterns	DAO, Business Delegate Façade, Observer Façade, Factory, MVC, Strategy, Singleton

Professional Expertise

Pyramis/Fidelity Investments

2013 - PRESENT

Principal Software Engineer/Developer

- I am currently the development lead for the Client Portal Sales & Marketing Team. From 2013-2014 I led the Pyramis Key Initiative to design/implement <http://pyramis.com> by migrating from a legacy PHP Web Application to a J2EE Responsive Web Application. First release was Q3 2014, of many planned; this application serves external Pyramis Clients/Consultants and Prospects. This was a big win for my business partners/stakeholders, consolidating mobile/desktop functionality into one application, using CSS Media Queries on various breakpoints for phones/tablets/desktops.
- I've designed/implemented the RESTful Service Layer using Spring/MyBatis, which sits on top of existing stored procedures, "Reversed Proxied" by our customer facing Pyramis Responsive Web Application. Services include User Creation Meta Data, Account Inquiry, Performance Inquiry, Literature/Marketing Material Inquiry and integration with Sales Force REST API is widely used.
- Built on Spring, using IOC, MVC, Pre Auth Filters & Scoped Beans, I've designed/implemented the Authentication Model, Administrative User Cloning Functionality, RBAC Implementation and Navigation/Page/Widget Creation Model which is dependent on Backbase.
- Implemented Logging Strategy to track all activities to the services and externally facing web application including user meta data, browser, device, ip address, location, and all activities being performed on during session. This functionality helps our business partners better understand trends across the application, while keeping sensitive information behind the company firewall.
- Implemented a remote IOC administration tool, to manipulate various application dependencies at runtime, without the need for a restart. All IOC properties, injected via Spring, can be remotely administered.
- Routinely mentor/collaborate with the development team by way of peer reviews, design sessions and innovation days.
- TDD is a high focus area, we string for 85% branch coverage, and by coding to interfaces, we obtain great understanding of regression testing efforts when functionality changes and/or maintenance is needed.

FFAS/Fidelity Investments

2007 - 2013

Senior Software Engineer/Developer

- I led the development effort for the Advisor Mobile Marketing Enterprise iOS iPad App, designed for outside wholesalers, used for call reporting, marketing materials and search functionality for all fund related information. Written in Objective C, this App leveraged Core Data, View Controllers, Storyboards, and REST calls to the Advisor Web App for all Reverse Proxy Data Retrieval.
- Designed/Developed functionality for <https://advisor.fidelity.com> including but not limited to Rich Client Trading Interface, User Registration Workflow, Site Search, and Marketing Material Tools & Portfolio Planning Tools. The Advisor J2EE Application is written in Spring using Spring IOC, Spring MVC, Tiles/JSP and a number of Server Side Technologies for Data Access to either SOAP or REST Services.
- Implemented Extreme Programming principles and TDD as well as conducted peer code reviews with the development community.
- Designed/Implemented ehCache strategy for the majority of performance heavy data, including JMX Administration.

GTECH

2005 - 2007

Software Engineer/Developer

- I developed software for the ESMM (Enterprise Series Multimedia) Terminal Client Application project. During this time, ESMM, written in J2SE, was an innovative solution to dynamic client content & real-time lottery game delivery for all of GTECH's lottery jurisdictions.
- Imagine placing a Keno, Powerball or any GTECH managed lottery bet from within your local convenient store and/or bar, the graphical display seen displaying advertisements, news and gameplay, was the system I developed for. The premise for this was based on the Observer Design Pattern, where Dynamic Content, administered from Lottery Headquarters (via J2EE Struts Web App), was sent via Satellite to all of the individual terminals across the corresponding jurisdiction. Each subscribed terminal, subscribed to these messages, would start/stop visual presentations based on the incoming message.
- I built the ESMM Simulator, written in Java Swing, for testing/development of the Terminal Client Application.
- Received Excellence Award for successful launch of ESMM within the state of Tennessee.

Self Employed

2003 - PRESENT

Software Engineer/Developer

- I have a strong passion for Rich Client Native App and Responsive Web Development. I enjoy staying actively involved in this space learning and building with cutting edge technologies.
- Continuously working on LAMP based development implementing and hosting dynamic websites.
- My portfolio can be seen here at <http://christremblay.com>
- I have an iOS iPhone App in the iTunes App Store. This free App, called CombineMine, <https://combinemine.com> organizes a user's social feeds for Instagram/Twitter/News into one.

Education

University of Rhode Island

2003

Computer Science Degree B.S.