



LORIN WIENER

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Profile

My passions are Web Application Development, Machine Learning, and Data Science. I have worked with Design Patterns, Rapid Machine Learning Modeling, Client-Server Communications, Web Services, REST API's, Database Integration, Source Code Control, Tech Specs, and Bug Tracking Software. My skills are in:

- JavaScript ES5/6
- Machine Learning
- ETL/Classification/Prediction
- Sentiment Analysis/Clustering
- RapidMinder / Python
- ReactJS
- npm
- NodeJS
- Webpack
- Gulp
- HTML 5
- CSS 3
- XML
- MYSQL
- MongoDB
- XML
- Git/SVN/CVS/Jira
- Linux

Experience

JAVASCRIPT DEVELOPER

Feb 2017 – Present

DirectTV – Los Angeles, CA

Development and maintenance of JavaScript, ReactJS, and NodeJS interactive applications for home satellite TV.

- Implement new features and fixes for next generation interactive software that provide program guides, UI, and navigation for consumers to use on their home satellite receivers.
- Maintenance and bug fixing of software that monitor interactive apps running in production.
- Use GitHub and BitBucket for Source Code Control as well as other Atlassian products such as Confluence for documentation control and tech specs.

SR. FRONT-END DEVELOPER

Jun 2016 – Oct 2016

Docler Media, Inc. – Los Angeles, CA

Software development and maintenance of live streaming websites dedicated to promoting musicians, singers, comedians and artists through free streams, chat windows, and monetized private sessions.

- Added new features to existing products that use JavaScript, HTML5, CSS3, AS3, PHP, and Flash Media Server/Wowsa.
- Maintenance and bug fixing of new and existing features on various web based products.
- Maintained code with existing teams on large scale projects using GitHub for Source Code Control as well as other Atlassian products such as Confluence for documentation control and tech specs.

SR. FRONT-END DEVELOPER

Apr 2012 – Apr 2016

FaceCake Marketing Technologies, Inc. - Calabasas, CA

Developed web and PC applications that let users "try" consumer products virtually using patented real-time Augmented Reality and Face Tracking techniques to place clothing and cosmetics on a user image or webcam video. Used by companies such as Bloomingdales, Microsoft, NFL, MAC Cosmetics, Clinique, etc. to increase time spent using ads, boost sales, and maintain brand recognition.

- Created Try-On framework and web applications using JavaScript, AS3, C#, PHP, and MySQL allowing for the development of 21 Augmented Reality based applications and ads.
- Created applications that let users try on clothing, makeup, sunglasses, and remove blemishes.
- Developed processes that allowed for quick and easy server deployment of interactive content.

SR. FLASH DEVELOPER / IOS DEVELOPER

Jan 2011 – Jan 2012

Independent Contractor – Los Angeles, CA

ActionScript 3.0 programmer for Facebook games, online games, and microsites created by Liquid Entertainment, 42 Entertainment, and Inhance Digital. iOS Developer for App Store apps.

Responsible for object-oriented programming, design, UI layout, and animation for:

- Strategy games and social media games for Facebook and national campaigns by major brands.
- A corporate microsite using Papervision 3D and ActionScript 3.0 for an interactive 3D interface.
- Developer of apps for the App Store using xCode and Objective-C.

LEAD FLASH PROGRAMMER

Apr 2005 – Dec 2010

SmartEquip, Inc – Agoura Hills, CA

ActionScript 3.0 programmer for a Rich Internet Application used by manufacturers and rental companies to improve the speed and accuracy of parts ordering processes while reducing the overall cost of doing business.

Designed, developed, and led team members in the creation of Flash applications using object-oriented ActionScript 3 programming, custom frameworks, custom components, shared libraries, and AMF messaging.

- Programmed and designed rich internet applications that improved the speed and accuracy of complex online parts ordering processes by up to 97%.

Education

PHYSICS

Cal State University, Northridge - Northridge, CA

Completed Master's level coursework.

PHYSICS

University of California, Los Angeles – Los Angeles, CA

Bachelor of Science

Highlights

- Proven track record of clear, efficient, well commented, and reusable code.
- Designed, programmed, and managed projects with teams ranging from 2 - 15 members.
- Experience with project budgets from \$0 - \$2 Million Dollars.
- Designed, programmed, and own copyrights for three apps developed for the App Store.

Testimonials

❖ **DARREN LU**

Chief Technology Officer
FaceCake Marketing Technologies, Inc.
Calabasas, CA

"Lorin is methodical, reliable, and consistently produces high quality code. I have been continually impressed by his attention to detail. I also appreciate his desire to be a team player who always enthusiastically volunteered to help his fellow engineers and his ability to work with minimal supervision."

❖ **TINA COURTNEY**

Producer
Walt Disney Internet Group
North Hollywood, CA

"I worked with Lorin as an online media Producer, and he absolutely spoiled me. Lorin is that rare blend in a developer/engineer – he is whip smart and aces at problem solving, but can also shift gears and offer fantastic and creative input on specs and design. He is a joy to work with too – immensely pleasant demeanor, great communicator, and just all around stellar person."