BILL FUGINA

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SUMMARY

I am a software architect, developer and mentor with over twenty years of professional experience.

I have a passion for creating clean, easily maintainable code and for finding the sweet spot between "quick & dirty" and overengineered.

SKILLS

ASP.NET Core AWS API Gateway AWS CloudFront
AWS Dynamo DB AWS Lambda AWS S3
AWS SNS AWS SQS C#
CSS Entity Framework Core Git
GitHub Workflows HTML

JavaScriptJIRAMicrosoft SQL Server.NET CoreNodeNode ExpressNPMReactReduxScrumTeam CityTerraform

TypeScript Visual Studio Visual Studio Code

EXPERIENCE HIGHLIGHTS

Lytho (formerly inMotionNow)

March 2016 - Present

Principal Software Engineer

Lytho is a Software as a Service (SaaS) company and a leading provider of workflow management solutions for marketing and creative teams.

I was the first developer hired to do a complete rewrite of the company's flagship product, *inMotion*. I helped build the development team, architect the software solutions, set technical patterns and practices, and develop operational processes.

- · Converted in Motion Review & Approval Angular application from JavaScript to TypeScript.
- · Architected software projects for flagship software product using React, TypeScript, .NET Core, ASP.net Core, and MS SQL Server.
- · Architected and helped develop backend web API for in Motion Ignite application using C# and ASP.net Core.
- · Architected and developed timespan annotation feature for in Motion Review & Approval application using Angular.
- · Architected and developed custom form builder feature for *inMotion Ignite* application using **React**.
- · Helped architect and develop Gantt chart feature for in Motion Ignite application using React.
- · Architected unified login experience for multiple products when inMotion acquired Lytho.
- · Architected and developed an Open API for integrations using AWS API Gateway, Lambda, Dynamo DB, SQS, and SNS.
- · Architected and developed integrations between Zapier IPaaS and Lytho Open Integrations API.
- · Architected and developed unified landing page for international instances of multiple products using AWS CloudFront, Lambda, and S3.
- · Helped architect unified user and tenant infrastructure for multiple software products after merger.
- · Spearheaded effort to emphasize SOLID and Clean Code development principles.
- · Delivered skills development presentations to department.
- · Screened prospects for department expansion effort.
- · Mentored junior developers.

Coleman Insights

March 2009 - January 2015

Director of Technology

Coleman Insights is a market research company that helps media properties build strong brands and develop great content. They work with radio stations, television stations, music record labels, performing artists and talent management.

As Director of Technology, I oversaw all the company's technology operations, including:

- Software Development
- Network Operations
- · Help Desk and Support.

I led the development of two new SPA products from start to finish using C#, Entity Framework, Asp.Net WebAPI, and Microsoft Azure on the back end with a combination of HTML 5, CSS 3 and several JavaScript libraries on the client including JQuery, Durandal, Knockout, Require.JS, Bootstrap, and Breeze.js.

Coleman Insights October 1996 - March 2009

Senior Software Developer

As Senior Software Developer I was required to write and deliver code. From 1996 till 2002, all code was written in **Object Pascal** using the **Delphi** Development IDE. In 2002, we transitioned to **C#** using the **Visual Studio** IDE.

ClearCom Computing 1994 - 1996

Vice President, Technology

ClearCom Computing was a startup whose mission was to create web applications. At the time many of our clients did not have internet access so ClearCom incidentally became a small Internet Service Provider.

My responsibilities were many and varied. Overseeing technology, my primary responsibilities revolved around software development and management of the incidental ISP business. I developed many "yellow pages" type single page web sites, but my biggest project was a music catalog and shopping cart application. The application was built on top of a web framework called **WebHub** and was written in **Object Pascal** and **HTML**.

EDUCATION

Fordham University 1988 - 1991

BA, Computer Science

I studied computer science at Fordham University in the Bachelor of Arts program where along with computer science and math I also studied history, literature, philosophy, world religions, psychology, creative writing, and politics.

I was a volunteer and eventually an employee at WFUV, the university's 50,000 watt, FM, public radio station. I was a technical engineer, a producer, and an on-air host.

CERTIFICATIONS

Certified ScrumMaster October 2015 – October 2017

Scrum Alliance Member: 000460363

INTERESTS

Computer Programming, Software Design, Puzzle Boxes, Cooking, Hiking, Bicycling.

PATENTS

Method and apparatus for collecting survey data via the internet

Issued December 2011

US Patent: 8,073,013 · Inventors: William J. Fugina, Jon Coleman, Carl Barringer · https://patents.google.com/patent/US8073013B2

A method and apparatus for conducting a survey independent of location and participant schedules is disclosed herein. An exemplary method of the present invention comprises sending a multi-media data file to a plurality of survey participants, receiving reactionary feedback from a plurality of participants via a wide area network, and compiling the reactionary feedback to generate the survey results. Subsequently, a viewer synchronously displays the compiled survey results with the corresponding streamed media from the multi-media data file.