

# Dave Berzack

Clean Code | UI Design | QA Automation

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## Objective

I want to work on a process-oriented team where I can apply my wide range of skills and learn new technologies. I architect and code independently, but like to collaborate closely with QA and product owners to document and test throughout the process, to deliver on expectations and minimize downstream changes.

## Skills

Java, Spring, JavaScript, jQuery, HTML, CSS, Selenium, RegEx, MySQL, PHP, Bootstrap, Weblogic, Git, Subversion, Agile, Jira, Rally, CodeCloud, Eclipse, Photoshop, Illustrator, Flash, Graphic Design, PhoneGap, Amazon Web Services

## Experience

### AT&T

Java/JS Developer  
2014 - Present

- Extended and maintained a robust Java/Spring Enterprise sales analytics and employee coaching applications used by 100,000+ users, organization-wide
- Debugged and refactored undocumented legacy code
- Rebuilt a major section of the application with a streamlined data model and an Angular-based UI
- Leveraged Apache POI, Excel, PPT and PDF to provide advanced export features
- Developed a Selenium-based automated test script tailored to the application structure and data hierarchy, loading configuration from Excel sheets so that non-dev QA teammates can configure and extend testing routines
- Wrote unit tests and functionally tested changes to assure quality and compatibility
- Trained new teammates on the application structure and team workflow
- Managed tasks and collaborated with teammates using Rally, Git, and CodeCloud
- Designed screens and created logos and icons in Adobe Illustrator and Photoshop

### BlacQube

Lead Developer  
2012 - 2014

- Architected and built brand sites using HTML, JavaScript, JQuery and CSS
- Built and deployed mobile websites based on JQuery Mobile
- Planned project tasks and managed development team

### Arnold Media Group

Lead Developer  
2011

- Developed the front end for a premium content portal (JS/CSS/HTML/jQuery)
- Implemented comprehensive SiteCatalyst analytics for a large consumer website
- Collaborated on an agile development team, using Jira and Subversion

## Primal Screen

Flash Game Developer  
2010-2011

- Architected and developed Flash games, integrated with a larger game platform
- Worked with designers to create and refine game concepts
- Estimated project timelines and prepared itemized budgets
- Developed an interactive, animated Flash-based kiosk

## Toolbox No. 9

Web Developer  
2005-2009

- Designed and architected websites, games and applications
- Developed and deployed projects with Flash, HTML, JavaScript, PHP and MySQL
- Worked directly with clients and managed projects from briefing to deployment

## Education

### Portfolio Center

Atlanta, GA  
2004-2005

- Designed websites and interactive applications
- Created print collateral, packaging and book layouts

### Washington University

St. Louis, MO  
1996-2000

- Bachelor of Science in Business Administration
- Overall GPA: 3.59/4.0; Business School GPA: 3.75/4.0
- Majors: Marketing, International Business, Management; Minor: Music

## Independent Projects

These show my personality, skills and interests. See them all at [www.daveberzack.com](http://www.daveberzack.com)

### Access Music Project

I built this online concert calendar to help people discover local music and to promote independent artists. It uses an extensible JSON-configured Selenium script to scrape venues' schedules for a very broad, sustainable content stream, which it presents in a streamlined, spartan UI, with instant artist previews. This work-in-progress version is at [www.accessmusicproject.com](http://www.accessmusicproject.com)

### Custom DJ Interface

I created a novel interface to DJ with Ableton Live, a powerful EDM production and recording application with rich plugin APIs. The interface runs on five synced gen-1 iPads, based on MAX plugins and the Lemur UI platform. It provides typical DJ functionality/workflow that Ableton lacks, new features I designed that no other DJ software provides, and a cool control interface: <https://youtu.be/uaD8sxviXeg>

### Viral Music Videos

I wrote and produced a viral self-promo rap video about web development. It garnered 100,000 views in a few weeks, and Adobe commissioned me to produce a series of promo spoofs for the keynote speech of their international conference. All are hosted on my YouTube channel: <https://www.youtube.com/user/daveberzack/videos>

### WonderDome

I designed and built this interactive art installation for regional Burning Man events. It uses LEDs to light up the tensile fabric stellated faces of a 15' geodome with sequences controlled by triggers embedded in a magic spellbook. Lined with fur and filled with hundreds of plush toys, it's a delightful space: [https://youtu.be/Y3J5\\_Vevr2g](https://youtu.be/Y3J5_Vevr2g)