

## **Bernard del Valle**

[bdv@bernarddelvalle.com](mailto:bdv@bernarddelvalle.com) | [www.bernarddelvalle.com](http://www.bernarddelvalle.com) | 206-579-8392

### **WORK**

#### **Web Developer—Amazon Web Services**

*contracted through Kforce*

*kforce.com*

*May 2013 – present*

As part of the AWS Web Team, I have contributed to the front-end development of *aws.amazon.com*, which is transitioning to a new responsive web design and a new content management system, Adobe CQ. My duties include:

- developing Adobe CQ components and templates, which are a combination of HTML, CSS, and JavaScript with JSP
- utilizing front-end frameworks and libraries, such as jQuery, Foundation, and Twitter Bootstrap
- employing front-end tools for code optimization, minification, and pre-processing, such as SASS and CodeKit (Compass, Uglify, JSLint, JSHint)
- working in an agile environment using Git for version control and JIRA for project tracking, as well as Amazon internal tools for code review and release

Main contributions:

- object-oriented, unobtrusive JavaScript
- form validation
- AJAX content loading
- global navigation styling and behavior

#### **Developer—Plexipixel, Inc.**

*plexipixel.com*

*June 2010 – May 2013*

Front-end and back-end development in a team environment building interactive experiences for our clients.

### **Projects**

*Pokémon Mystery Dungeon: Gates to Infinity*

[www.pokemonmysterydungeon.com/gates-to-infinity](http://www.pokemonmysterydungeon.com/gates-to-infinity)

I was the sole developer on the official site for the *Pokémon Mystery Dungeon: Gates to Infinity* Nintendo 3DS game. I built the site with a PHP MVC framework that I developed. The front end is built on the HTML5 Boilerplate framework, which includes the jQuery and Modernizr JavaScript libraries.

Technologies and features:

- PHP MVC framework, AJAX page navigation
- custom jQuery plugins for managing reusable UI components and animations
- HTML5 History API for combining pretty URL's and deep linking with AJAX navigation
- GNU gettext for localization

*Pokémon EX—Black and White: Boundaries Crossed*

[www.pokemon.com/us/ex/bw7-boundaries-crossed](http://www.pokemon.com/us/ex/bw7-boundaries-crossed)

I was the sole developer on this feature site within Pokemon.com. The site relies heavily on CSS3 transitions and transforms for animating this series of EX cards.

Technologies and features:

- Django framework
- CSS3 transitions and transforms
- JavaScript animations
- Alfresco content management system

*Pokémon the Movie: White, Pokémon the Movie: Black*

[www.pokemonthemovie.com/victini/](http://www.pokemonthemovie.com/victini/)

I was the lead developer for the official site of *Pokémon the Movie: White/Pokémon the Movie: Black*. I built the site with a PHP MVC framework that I developed. The front end is built on HTML5 Boilerplate framework, which includes the jQuery and Modernizr JavaScript libraries.

Technologies and features:

- HTML5 video
- PHP MVC framework
- HTML5 Boilerplate
- GNU gettext for localization

*MSN Games Preview*

<http://plexipixel.com/case-studies/msn-games-preview/>

- AJAX page navigation
- Facebook API
- JavaScript animations

## SKILLS

### Core Front End:

HTML, HTML5, CSS, CSS3, JavaScript, AJAX, JSON, DOM, XML, XML Schema

### Front-End Libraries and Frameworks:

jQuery, Sass, RequireJS, Compass, HTML5 Boilerplate, Foundation, Twitter Bootstrap

### Back End:

PHP, Python, JSP, SQL, MySQL

### Web Applications/ CMS's/ Platforms:

Django, Wordpress, Adobe CQ, Alfresco, Facebook SDK

### Server:

Linux, Apache

### Tools:

Git, Subversion, Sublime Text 2, Codekit, Photoshop

## EDUCATION

### Seattle Central Community College

September 2008–April 2010

Certificate–Web Development, Programming

### University of California, Davis

September 1996–March 2000

B.A.–English, Art