Chris Smearing
Web Developer

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</> Professional History

Freelance Web Developer   2016-Present

Full-stack web developer with focus on front-end development. Currently listed on Upwork.

- Mobile-first responsive template development in WordPress and Shopify
- Create custom templates, landing pages, and contact forms; able to create templates manually or with page builders, such as Elementor, Fusion Builder, WPBakery, or Pro theme
- Conversion of graphic designs (Photoshop, InDesign, Zeplin, etc) to page layouts for desktop and mobile
- Local development in Windows, SASS for CSS preprocessing, and Gulp or Grunt for preprocessing and live reload server
- Cross-platform and device testing in BrowserStack to debug
- Essential skills: HTML5, CSS3, PHP, JavaScript, jQuery, Shopify Liquid, git

Back-end development and administration

- Set up hosting, DNS, and install applications
- Set up and configure staging environments, including the use of various cloud platforms
- Install, configure, and update WordPress, plugins, and themes

Email and Marketing

- Ability to create HTML emails using the MJML language and tools to create emails compatible with most clients
- Experience with MailChimp, HubSpot, and InfusionSoft platforms

Flexible development processes

- Able to quickly switch focus between projects as priorities change
- Adept at using various git services as required, and always set up local repositories when starting new projects; consistently use issue or bug trackers when available to ensure there is a trackable history of the development process
- Project management in various services, such as Trello and Basecamp

Texas Instruments, Inc., Dallas, TX   **2016-2017**

Consultant: Created an application in Perl to analyze semiconductor test tool log files and aggregate the information into an Oracle database. The resulting data is then presented to the user via a web app built with mod-perl and Bootstrap 3. Template Toolkit was used for page templates that gave me a foundation in template processing systems.

Texas Instruments, Inc., Plano, TX   **1998-2015**

Gained extensive experience in DLP® technology, whether from ASIC, software, board, or system design and their interactions.

Embedded Software Design: Created software for 2 generations of DLP® platforms, eventually leading to sales of over 7 million units. Worked with ASIC and board designers to guarantee proper operation and fulfill the end-product requirements.

- Assisted in the development of first generation products, which spawned the code base for all future platforms. Developed Windows software to assist with device testing and verification.
- Architected and implemented the reference design application for second generation products that demonstrated projector system control operation.
- Wrote extensive documentation for the reference application and the underlying ASIC.

FPGA and ASIC Design: Utilized the latest generation of design and verification tools to implement various video and image processing algorithms for use in DLP® prototypes and ASICs.

- Collaborated with algorithm designers to prototype video and image processing techniques for demonstration of televisions and projectors utilizing LED illumination.
- Provided support for various verification and design activities.

Skills

- Programming languages: Assembly, C, C++, Perl, Tcl, Specman E, VHDL
- Software: ARM RealView, Visual Studio, Eclipse, ModelSim, Cadence simulation and verification, ClearCase, RCS, Altera Quartus, Xilinx ISE, Synplify, uC/OS II, ThreadX RTOS

🎓 Education

B.S., Electrical Engineering — University of Tennessee, Knoxville, 1997

📜 Patents

Co-inventor of contrast enhancement video processing algorithm

👥 References

Available on request