

KEN TABOR

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www.KenTabor.com

PURPOSE

I enjoy solving problems by building working software. I'm an architect standing in the overlap of technology, UX, and product. Tell me about your bold business opportunities that I can help deliver.

I strive to be a useful leader by raising the level of everyone around me. I have a bias towards action by sharing what I've learned, dialing in the problems, highlighting trade-offs, and watching the time.

EXPERIENCE

Principal Software Developer @ Sabre

May 2011 – Present

Developer Relations: Maturing the API program acting as an advocate for customers by learning their needs and representing them to internal stakeholders improving roadmaps. Partnered with product, tech, and marketing to create original content for developers (workshops, blogs, sample apps) as part of new travel API launch. Raised expectations for API quality and design consistency by establishing working group that created a common data taxonomy and governance program. Held internal training for product, sales, and support teams helping them understand modern tech capabilities.

Platform API: Accelerated transformation into a platform company. Identified and solved the problem of delivering a high-quality developer experience for next-gen APIs. Assembled a cross-functional team to build and deliver the developer storefront documenting and marketing new APIs for searching and buying travel content. Presented to directors, VPs, SVPs, and BU President. Supported customer pre-sales meetings as solutions architect.

Tech Skills: JavaScript, Node, React, ExpressJS, Swagger, Docker, OpenShift, Azure Cognitive Services, GraphQL, design thinking, Cloud Office 365

TripCase: Solved the problems of itinerary management for business travelers. Served as frontend architect for cross-platform mobile app and website. Shared UX and codebase. Worked closely with product management and designers. Hooked into native Android and iOS capabilities. Wrote mobile APIs to backend services. Helped scale the team from 3 to 30+ writing job calls, interviewing, recommending hires. Organized "bootcamp" to onboard new teammates. Coached/mentored.

Tech Skills: JavaScript, HTML, CSS, Sass, NodeJS, REST, JSON, XML, ESLint, mocha, chai, responsive design, Ruby on Rails, Babel, Backbone, Google Analytics, Handlebars, Jasmine, Cordova/PhoneGap, npm, Grunt, Git, MySQL, npm, Jenkins, ObjectiveC, Java, iOS, Android, Postman

Writer/speaker/organizer: wrote blog articles on company, industry, and personal sites. Spoke at 30+ events local, national, and global (SXSW, Big Design, DevNexus, WebVisions, O'Reilly OSCON, Startup

Week, Sabre STX, and more). Wrote the book, "Responsive Web Design Toolkit", published by Focal Press. Organized internal company conferences, and co-chaired several communities of practice.

"Floating Photos" app @ Personal

Fall 2019 – Spring 2020

Augmented reality photo viewer app for iPhone. Solo personal project launched to [Apple App Store](#).

Tech Skills: Swift, ARKit, SceneKit, StoreKit, Xcode

Instructor @ Southern Methodist University

June 2016 - December 2017

- Invited as a guest lecturer across four cohorts teaching responsive web design and development.
- Created and delivered learning materials: in-room lectures, homework, source code examples, quizzes, final exam. It was a great joy teaching, coaching, and inspiring the community of learners.

Director of Technology @ Method Solutions

Mar 2008 – May 2011

- Coded car, camera, collision motion model in C optimized for cellphone.
- Managed technical relationship with external clients such as EA, Konami, and Nokia.

Programmer/Designer @ KATWorks Games

Jan 2007 – Mar 2008

- Personal startup. Designed and developed a PC shareware game.

Lead Programmer @ Paradigm Entertainment

April 1996 – Jan 2007

- Shipping titles: BattleZone: Engage (PSP), Mission Impossible: Operation Surma (PS2/Xbox/GC), Terminator: The Dawn of Fate (PS2/Xbox), F1: World Grand Prix (N64), Duck Dodgers Starring Daffy Duck (N64), Aerofighters Assault (N64), DisneyQuest (SGI)

Senior Software Engineer @ Micro Focus

November 1994 – March 1996

Senior Software Engineer @ IBM Research

August 1993 – October 1994

Software Engineer @ Microdynamics

October 1992 – August 1993

University of North Texas, Denton TX

December 1992

- Bachelor's degree, major in Computer Science, minor in Philosophy

EXTRAS

Personal blog articles: blog.katworksgames.com

Code repos: www.github.com/KDawg

Conference presentations: www.slideshare.net/KaDawg/presentations

Various Personal Projects

- *Ongoing personal research*: machine learning (Python, TensorFlow, cloud service providers)
- “Collage with Ken” www.collagewithken.com (es6, Sass, webpack, SVG, CSS Grid, Route53)
- “Made Fresh Coffee” www.madefreshcoffee.com (WebGL, ThreeJS, Node, DynamoDB, S3, Heroku)
- “Three Thumb Island” www.threethumbisland.com (Unity game engine, C#, iOS)