

Anthony Iacono: Projects

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August 2016, MedRev, Association of Software Development Fanatics LLC.

- Medical Reviews International, also known as MedRev, is a team of internationally experienced clinical and business executives that operate a global network of medical specialists in all medical areas specializing in independent medical reviews. I was approached by MedRev to create a new website on top of Wordpress using designs provided by another agency. The website also has support for multiple languages; currently: English and Swedish.
- Technologies:
 - Wordpress
 - PHP
 - MySQL
 - Apache
 - Wordpress
 - Responsive Design (HTML5 + CSS3)
 - Compass (SASS)
 - JavaScript
- Links:
 - <http://medrev.com>

July 2016 – Present, In Company of Prayer, Association of Software Development Fanatics LLC.

- In Company of Prayer provides a quick, daily prayer specifically geared towards the business minded. I was tasked with implementing their redesigned website as well as building their mobile application. I was also responsible for migrating their existing hosting with their previously contracted agency to Azure, Microsoft's cloud hosting platform. Through their website and mobile app, users are able to easily check and share the daily prayer, make a donation to the company, and even a host of other features such as shopping on Amazon through ICOP's affiliate search.
- Technologies:
 - Wordpress
 - PHP
 - MySQL
 - Apache
 - Microsoft Azure
 - MSSQL
 - C# / .NET Framework
 - Cordova
 - Responsive Design (HTML5 + CSS3)
 - Compass (SASS)
 - JavaScript

- Links:
 - <http://companyofprayer.com>
 - <http://www.facebook.com/CompanyofPrayer>

July 2016, Nike USA Basketball Email Activation, Association of Software Development Fanatics LLC.

- Nike Basketball and Jordan Brand put on an event at the Hawthorne airport to showcase their love for basketball. During this event, participants were able to take part in a cube slam dunk experience. I was asked to create a solution to securely deliver consumer generated video takeaways via email. I was also required to provide support on-site during the activation to ensure everything went smoothly.
- Technologies:
 - PHP
 - MySQL
 - Amazon S3
 - Apache

June 2016, Nike Unlimited Tracktown Trialing Experience, Association of Software Development Fanatics LLC.

- When Nike comes to Track Town, there is always something special planned. In June 2016, with the Olympics right around the corner, Nike created a trialing experience to be placed alongside actual qualifying events. The experience allowed participants to race against record-holding sprinters. Once they finished the experience, they were delivered an image generated with their stats and a professionally taken photograph. I was tasked with creating the queuing mechanism for the experience, as well as delivering the finalized digital takeaways securely via email. I was also asked to provide on-site support during the event.
- Technologies:
 - PHP
 - MySQL
 - Apache
 - Cordova
 - Amazon S3
 - Compass (SASS)
 - JavaScript

Sept 2015 – Present, Wolfgang Puck Cooking School, Association of Software Development Fanatics LLC.

- Homepage: <http://www.WolfgangPuckCookingSchool.com>
- The Wolfgang Puck Cooking School is a subscription based online cooking school taught and inspired by world famous chef, Wolfgang Puck. The website serves as a modern cookbook with full length video recipes combined with detailed step-by-step instructions available in multiple formats. Along with recipes, the website features simple how-to videos

and courses designed to improve your cooking skills. Some of the other features include a meal planner, recipe box, community forums, and weekly updates. I worked closely with the team to create the website and integrate various platforms.

- Technologies:
 - Wordpress
 - PHP
 - MySQL
 - Apache
 - Amazon AWS (EC2 and RDS)
 - Responsive Design (HTML5 + CSS3)
 - Compass (SASS)
 - JavaScript

June 2015, Nike+ Toronto Passbook Check-In App, Association of Software Development Fanatics LLC.

- Nike held a marathon in Toronto called the Nike Women's 15k. Participants were able to enjoy several events such as workouts and classes with professional athletes as instructors. Each participant was scheduled to a different timeslot for each of these various events, and I was tasked with building a check-in solution which could handle dynamically changing conditions. In addition, many of the classes/events took place in different locations, which meant the system had to function on multiple sites. I was asked to build this system, using passbook as the core of the check-in mechanism and using barcode scanning via the iPad's camera. I was also tasked with providing on-site support for the solution.
- Technologies:
 - PHP
 - MySQL
 - Apache
 - Cordova
 - Barcode Scanning
 - Responsive Design (HTML5 + CSS3)
 - Compass (SASS)
 - JavaScript

April 2015, Nike+ TC Tour LA Check-In App, Association of Software Development Fanatics LLC.

- In April of 2015, Nike held an event to celebrate and hype up their upcoming marathon. The event featured group workouts, fun classes, and even a performance by pop-star Ellie Goulding. Before participants were able to enter the event, they were required to check-in. Prior to the event, they were sent barcodes via email which enabled them to check-in. I was tasked with creating the application used to scan the barcodes and check

each participant in. I was also required to provide on-site support for quality assurance.

- Technologies:
 - PHP
 - MySQL
 - Apache
 - Cordova
 - Barcode Scanning
 - Responsive Design (HTML5 + CSS3)
 - Compass (SASS)
 - JavaScript

April 2015, Nike+ TC Tour LA Product Interest App, Association of Software Development Fanatics LLC.

- In April of 2015, Nike held an event to celebrate and hype up their upcoming marathon. The event featured group workouts, fun classes, and even a performance by pop-star Ellie Goulding. Throughout the event, participants were exposed to many different new products from Nike's line. Using an iPad placed near product displays, participants were able to express their interest in more information following the event. I was asked to create this application, and export the inputted information for the client. As mentioned in the check-in app description, I was also required to provide on-site support.
- Technologies:
 - PHP
 - MySQL
 - Apache
 - Cordova
 - Responsive Design (HTML5 + CSS3)
 - Compass (SASS)
 - JavaScript

September 2014, Nike Women's Half Marathon Member Services App, Association of Software Development Fanatics LLC.

- Up until 2016, Nike held a marathon called the Nike Women's Half Marathon in San Francisco, CA. Similar to the marathon held in Washington, DC, thousands of women participate. About a week before the marathon, an expo is opened to allow participants to pick up their BIB numbers and discover new Nike products. Upon entrance of the expo, participants were required to check-in using a consumer-specific barcode sent to them in advance before the event. I was tasked to create this app, incorporating a barcode scanner built out of the camera of the iPad hosting the application. I provided on-site support for the application, and also securely managed the data imports/exports for the check-in data/logs.
- Technologies:

- PHP
- MySQL
- Apache
- Cordova
- Barcode Scanning
- Responsive Design (HTML5 + CSS3)
- Compass (SASS)
- JavaScript

July 2014, Google DC Experiential Gallery, Association of Software Development Fanatics, LLC.

- The Google DC Experiential Gallery was a kiosk oriented web application built with touch-support in mind. The purpose of the application was to collect contact information and interest preferences for Google's product line being showcased within the gallery. The project was built on Google's app engine using Python with a Django backend.
- Technologies:
 - Django
 - Google App Engine
 - HTML5 / CSS / JS

July 2014, CrosshairWatcher, Association of Software Development Fanatics LLC.

- CrosshairWatcher is a tool that video game streamers can use to keep their Counter-Strike: Global Offensive crosshair settings available for their viewers in an up to date manner. This project was inspired by professional Counter-Strike streamer Jaryd "summit1g" Lazar, who frequently is asked for his crosshair settings by his viewers in chat. Since Jaryd changes his crosshair a lot, he does not always post his most up to date information. CrosshairWatcher works by asking the user to point the program to their configuration directory. They are then asked to create a Twitch account specifically for the application. Using the popular tool Nightbot, the Twitch account automatically updates the chat commands such as "!crosshair". I made this project open source and free for everyone to use.
- Technologies:
 - C#
 - Windows
 - IRC
 - Source Engine
- Links:
 - <https://github.com/AnthonyLacono/CrosshairWatcher>
 - https://www.reddit.com/r/GlobalOffensive/comments/2aldwt/attention_streamers_crosshairwatcher_released/

April 2014, Nike+ Member Services App, Association of Software Development Fanatics LLC.

- Every year Nike holds a marathon called the Nike Women's Half Marathon in Washington, DC. Thousands of women participate in the marathon. Leading up to the marathon, there is an expo where participants are able to pick-up their racing BIBs, preview tons of new products, and even get food and drinks. Upon entrance of the expo, participants were required to check-in using a consumer-specific barcode sent to them in advance before the event. Once they were checked in, they were given a free gift depending on their Nike+ fuel level. I was asked to create this app, incorporating a barcode scanner built out of the camera of the iPad hosting the application. I provided on-site support for the application, and also securely managed the data imports/exports for the check-in data/logs.
- Technologies:
 - PHP
 - MySQL
 - Apache
 - Cordova
 - Barcode Scanning
 - Responsive Design (HTML5 + CSS3)
 - Compass (SASS)
 - JavaScript

2014, de_lite classic for CS:GO, Association of Software Development Fanatics.

- "de_lite" is a classic remake of the Counter-Strike map visioned and created by Ted "cashed" McIlwain. I decided to create a classic remake instead of a modern version for a couple reasons. First, the project ended up being much more of a math project than an art piece, because the scaling between the two different versions of the game is different. Character models are exactly 1.125 times taller than they were in the previous iteration in the game, and I applied this factor across the entire map by hand. The second reason I decided to create a classic version instead of a modern version, is that I decided that either the original author or someone from the community would be better fit for the task. Therefore, while I did release the map on the community workshop, I made sure to release the raw editable files as well.
- Technologies:
 - Counter-Strike 1.6 (with AMX Mod X)
 - Counter-Strike: Global Offensive
 - Valve Hammer Editor
 - Adobe Photoshop
- Links:
 - <http://steamcommunity.com/sharedfiles/filedetails/?id=228036689>
 - https://github.com/AnthonyIacono/de_lite

October 2013, Nike First2Fly Shoe Reservation System, Association of Software Development Fanatics LLC.

- Nike has limited edition collections of shoes that they release from time to time. During October of 2013, there was a line of shoes which highlighted various Flyknit shoes specifically for women. Due to a limited inventory and a requirement to schedule appointments for shoe-pickups, a consumer facing website was required. I was required to create such a solution, keeping in mind that at any time they might change the inventory on a per shoe, or even per size basis. The website was also able to handle large amounts of concurrent traffic due to the scalable cloud hosting solution.
- Technologies:
 - PHP
 - MySQL
 - Apache
 - Rackspace
 - Responsive Design (HTML5 + CSS3)
 - JavaScript

June 2013, MoreRCON SourceMod Plugin, Association of Software Development Fanatics LLC.

- MoreRCON is a SourceMod plugin designed for multi-server operators, allowing them to send RCON commands to another SRCDS instance. The approach taken is VPN safe, and the two SRCDS instances do not need to share the same password. My motivation for creating this project was purely to research and better understand the RCON protocol.
- Technologies:
 - SourceMod
 - RCON
 - Source SDK
- Links:
 - <https://forums.alliedmods.net/showthread.php?t=218782>
 - <https://github.com/AnthonyIacono/MoreRCON>

June 2013, SMGen, Association of Software Development Fanatics, LLC.

- SMGen is a code generation tool for SourceMod which takes a user defined graphical model and generates the appropriate methods for creating, destroying, updating, writing, and reading structures of this type. I created this tool for one of our internal projects, and the goal was to cut down on the amount of wiring that goes into creating SourceMod plugins.
- Technologies:
 - SourceMod
 - Javascript
 - HTML5

Jan 2013, StreamDonate, Association of Software Development Fanatics, LLC.

- StreamDonate is a web project created using our framework Lighter2, which allows non-profit organizations to take donations through PayPal for charity drives and fundraisers. I created StreamDonate as a response to technical issues that the popular event “AGDQ” (Awesome Games Done Quick) was experiencing. AGDQ is a gaming marathon which raises money for the Prevent Cancer Foundation. Although the AGDQ team never ended up using StreamDonate, I made the service free for everyone and released the source code.
- Technologies:
 - PHP
 - PayPal API
 - MySQL
 - Apache
 - HTML, CSS, and JavaScript
- Links:
 - <https://github.com/AnthonyIacono/StreamDonate>

2012 - 2013, Lighter2, IMK Creative Group LLC.

- Lighter2 is a custom PHP framework that I created which follows the pattern MVR (model-view-resource). This pattern is very similar to model-view-controller (MVC), however instead of using controllers, HTTP resources are used allowing for a direct relationship between the application and the server. The framework is testable, portable, and most parts of it have been made open source. I have also included a custom suite of tools that can be used to generate MySQL views, model classes, and much more.
- Technologies:
 - PHP
 - Apache
 - MySQL
 - Nginx
 - RabbitMQ
- Links:
 - <https://github.com/AnthonyIacono/Lighter2>

Aug 2012 - Sept 2012, Viper, IMK Creative Group LLC.

- Viper is a SourceMod extension that embeds the python interpreter while also serving as a bridge to various APIs that already exist within SourceMod. Viper was originally created by y4k studios, but the project eventually would no longer run due to lack of updates. At this point, I worked with y4k studios to revamp the entire project and create an entirely new set of interfaces and features for the extension. At this point in time, while all the source code for Viper is still available and open to the community, the project has become defunct and I do not currently have

plans to continue in the future. Viper allowed me to grow intimate with embedding existing programming languages into different types of hosts.

- Technologies:
 - C++
 - Boost Python
 - CPython
 - SourceMod
 - Source SDK
 - IDA

Aug 2012, Routine, IMK Creative Group LLC.

- Routine is a time-management solution with the goal of helping people form a daily routine. I created Routine because as developers and creative enthusiasts, the idea of doing the same thing over and over again can be quite a monotonous thought. Routine makes it fun to accomplish your daily goals by using notifications, giving you options, and making the task of scheduling as simple as dragging and dropping.
- Technologies:
 - C#
 - Windows
- Links:
 - <https://github.com/AnthonyIacono/Routine>

July 2012, GOVIP SourceMod Plugin, IMK Creative Group LLC.

- GOVIP is a modification for Counter-Strike: Global Offensive that introduces a mode called “protect the VIP.” The objective of GOVIP for Counter-Terrorist’s is to protect and escort the VIP. Terrorists are tasked with assassinating the VIP before he is able to escape. Each round, a player is selected randomly from the Counter-Terrorist team to become the VIP. My motivation for creating GOVIP was the desire to bring back another classic game mode from the early ages of Counter-Strike. While I no longer maintain this project, it is still maintained by KyleS from AlliedMods.net.
- Technologies:
 - SourceMod
 - IDA
 - Source SDK
 - SRCDS
- Links
 - <https://github.com/AnthonyIacono/GOVIP>
 - <https://forums.alliedmods.net/showthread.php?t=188953>

2012, 4lea.se, IMK Creative Group, LLC.

- 4lea.se was an experimental site created with the goal of allowing property owners to create listings for untraditional leases, such as day long leases

for weddings and other types of events. While the website could possibly have a strong business model, I created this project as use-case research for Lighter2. During this period of time, many of the libraries that I use internally today were created. The project is no longer maintained, and many of the components used to build it have since been made open source.

- Technologies:
 - PHP
 - Apache
 - MySQL
 - Lighter2
 - HTML5 + CSS3
 - JavaScript
 - RabbitMQ
 - ImageMagick

May 2011 - 2012, RoleStar, Calisto Labs LLC.

- RoleStar is a social acting machine that allows movie lovers to act out scenes from their favorite movies using their webcam. After performing in a scene, actors are able to share their take with friends via Facebook, who could then perform as the other character within the scene. RoleStar was imagined and started by actor Ed Kerr, who has starred in many movies and TV shows such as Confessions of a Sexist Pig, You Did What, SeaQuest 2032, Pretty Little Liars, NCIS, House M.D., and more! Although RoleStar has evolved into a mobile application called ROLR, the spirit of the project has remained intact. I spent over a year working on RoleStar before it became ROLR.
- Technologies:
 - PHP
 - OAuth
 - RabbitMQ
 - MySQL
 - Linux
 - HTML5, CSS3, and JavaScript
- Links
 - <http://rolestar.com> - The website is no longer active, and redirects to the ROLR app's website.

May 2011 - 2012, Creative Therapy Store, Calisto Labs LLC.

- Creative Therapy Store is an eCommerce business specialized in children therapy. I was initially brought on the project to maintain the application layer. Later on, I added support for cut and paste AB testing. Using this system, CTS is able to continuously expand their demographic by non-intrusively experimenting with multiple versions of an advertisement or product special. Additionally, their unique needs led to the introduction of a

complex discount engine. Creative Therapy Store's non-traditional style of product placement makes for excellent software challenges.

- Links:
 - <http://www.CreativeTherapyStore.com/>

September 2010 - Present, Kromas Chiropractic, Iacono Software.

- Kromas Chiropractic is a team of chiropractors led by Kim Kromas in San Pedro, CA. I was approached by Kim to build a Wordpress theme for their official website and blog. Their team offers services such as muscle therapy, family wellness, and other types of chiropractic services.

Technologies:

- Wordpress
- PHP
- MySQL
- HTML, CSS, and JavaScript
- Links:
 - <http://kromaschiropractic.com>

2007, Mickey's Deli Website, Mickey's Deli.

- Homepage: <http://www.MickeysDeli.com/>
- Mickey's Deli is my family's Italian restaurant located in Hermosa Beach, California. My grandfather founded Mickey's in 1954. When I was in high school, I started working at the family deli and immediately realized that we didn't have a website. Soon enough, I designed and built a few pages to showcase the menus, photographs, and contact information.

GoldenAdmin, Janus Syndicate Machinima Group.

- Plugin written for Half-Life 2 modification, GoldenEye: Source (<http://goldeneyesource.com>)
- Originally intended to administrate Janus Syndicate servers, the plugin transformed into a utility for create Machinimas.
- GoldenAdmin made its premier in "LOL Another Day 2", available on YouTube: <http://www.youtube.com/watch?v=muxe9oXzKqo>

May 2007, SHVector SourceMod Extension, AlliedMods.

- SHVector is a SourceMod extension that I created which exposes the internal C++ class using native functions. The motivation behind creating this extension was the lack of structures as well as the lack of dynamic array creation. At the time, SourceMod had no concept of types and there was no way to allocate blocks of memory. This extension inspired a very similar built in feature called ADT arrays, and has since been deprecated.
- Technologies:
 - C++
 - SourceMod
- Links:

- <https://forums.alliedmods.net/showthread.php?t=55110>

May 2007, Regex SourceMod Extension, AlliedMods.

- The Regex SourceMod extension provides regular expression string support using native functions. Regular expressions are a powerful tool for breaking down strings into sub-components based on user defined patterns. The reason I created this extension was that I needed to be able to parse chat messages, configuration files, and different types of complex formats which are constructed by various programs. Shortly after I released the extension, the SourceMod team implemented built in support for regular expressions and the extension was deprecated.
- Technologies:
 - C++
 - Regular Expressions
 - SourceMod
- Links:
 - <https://forums.alliedmods.net/showthread.php?t=55012>

April 2007, TempEnts SourceMod Extension, AlliedMods.

- The TempEnts SourceMod extension exposes several native functions that allow you to network temporary entities using the Source Engine. In most cases, these entities are used to create visual effects such as beams, rings, and sprite emitters. The motivation behind creating this extension was War3: Source and Superhero: Source, as both projects heavily relied on the use of special effects. With the release of SDKTools, a built in extension which provided many low-level wrappers for engine functionality, the TempEnts extension was deprecated.
- Technologies:
 - C++
 - Source SDK
 - SourceMod
- Links:
 - <https://forums.alliedmods.net/showthread.php?t=54096>

April 2007, Signature Scan SourceMod Extension, AlliedMods.

- The Signature Scan SourceMod extension allows programmers to scan and call functions in memory using byte patterns extracted from the disassembly of the Source Engine. Typically, functionality hosted by the game/engine is not exposed to the C++ server plugin interface implemented by Valve. Utilizing signature scans in conjunction with dynamic call construction allowed for us to get around this limitation. With the release of SDKTools, a built in extension which provided many low-level wrappers for engine functionality, the Signature Scan extension was deprecated.
- Technologies:

- C++
 - SourceMod
 - Source SDK
 - IDA
- Links:
 - <https://forums.alliedmods.net/showthread.php?t=53893>

2006 - Present, War3: Source, Alliedmods.

- Action based RPG for Counter-Strike: Source, Team Fortress 2, and CS: GO
- Throughout the history of video games, Counter-Strike has been one of the most popular FPS (first person shooter) game series. Due to the game's widespread success, programmers and creative enthusiasts began to write modifications and customizations to be hosted on community and private servers. One of the many different popular modifications was called WC3 mod, which introduced classes and leveling to the game. These features were modeled after the popular RTS (real time strategy) game series called Warcraft. When Counter-Strike: Source was released, I decided to write War3: Source which closely mimics the original modification. The project is open source. In late 2009, I stopped maintaining the project and it was taken over by Ownz and the community.
- Supported Games
 - Counter-Strike: Source
 - Team Fortress 2
 - Counter-Strike: Global Offensive
 - Many different Source Engine games (see forums below for more details)
- Technologies:
 - EventScripts (early 2005 versions)
 - SourceMod
 - C++
 - Source SDK
 - PHP
 - MySQL
 - SRCDS
- Websites:
 - <http://war3source.com> - Official website and forums.
 - <http://ownageclan.com> - Home of the current developer, Ownz. Also features some cool live statistics about the modification!
 - <http://war3source.com/war3stats> - Detailed statistics breakdown written in PHP for different class and skill progression.

2006 - Present, Superhero: Source, Alliedmods.

- With a similar story and timeline as War3: Source, the modification Superhero: Source is an action based RPG compatible with Counter-Strike: Source, Counter-Strike: Global Offensive, and Team Fortress 2.

Each player is allowed to select a superhero when they start playing. They will have different powers depending on the hero selection, and each additional level that they earn will allow them to select another hero. I created this modification due to a deep fascination with the Superhero Mod for Counter-Strike 1.6. Please see the War3: Source project for more information, as Superhero: Source was merged into it. I no longer maintain either modification, and development is now led by Ownz.

- Supported Games:
 - Counter-Strike: Source
 - Team Fortress 2
 - Counter-Strike: Global Offensive
- Technologies:
 - SourceMod
 - MySQL
 - Source SDK
 - SRCDS

2006, HL2 Options Menu for Novint Falcon, Iacono Software.

- The Novint Falcon is a USB haptic device that immerses gamers with force feedback. It is by far one of my favorite gaming peripherals of all time. When the product was targeted for public launch, the company aimed to release a free modification for the game of the year winning title, Half-Life 2. Using the Falcon, players were able to control the main character Gordon Freeman and feel the game around them. I was approached by Novint to build the options menu for the modification, and I even got a free Falcon to try out the remarkable experience. As planned, the modification was released for free for anyone who purchased a Falcon.
- Technologies:
 - C++
 - Source SDK