

Michael
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Adaptable, results-focused software engineer with experience shipping native mobile, web and backend applications. Seeking personal and professional growth by helping you build product.

Experience

Carvana - Senior Software Engineer 1 (Q4 2019 - Present)

- Developed iOS app from the ground up for a vertical within automotive market. Unique app offers customers high-end tools for media capture and vehicle organization. Delivered POC on time for board meeting with C-level executives and development is on going. Product is not yet public.
- Added CI pipelines in Azure DevOps to build and run unit tests and deploy beta builds to TestFlight.
- Built various features as pluggable modules without working API so as to stay efficient and iterate with product and UX stakeholders.
- Developed features and fixed bugs in custom SDK for iOS UI components. Added snapshot testing and dozens of tests so others have visibility into available components and to avoid writing the same component twice.
- Developed features and fixed bugs in custom SDK for iOS media capture. Added first unit test and currently helping drive re-architecture of the SDK.
- Developed technique for side-loading media for previously untestable media capture features of SDK. Used this technique for implementing critical path UI Tests in app.
- Contributed simple features to Scala backend and basic features to Svelte-based admin tooling both of which support the iOS app.
- Authored documentation regarding app architecture, design and philosophy for broader visibility within the org.
- Gave technical talks on git from CLI, iOS app architecture and snapshot testing.

- Tech: Swift, Scala, RxSwift, PromiseKit, Alamofire, iOS, CocoaPods, Twilio, Bundler, git, Azure DevOps, fastlane, BASH, JIRA

AppFolio - Staff Software Engineer (Q3 2018 - Q4 2019)

- Built small React SPAs inside large classic Ruby on Rails codebase. Helped develop APIs to power SPAs.
- Lead new product development in Affordable Housing space. Lead sprint planning, goal planning and task prioritization on small, but focused team.
- Mentored 3 younger engineers through early stage of their careers through code reviews and by demonstrating accountability.
- Contributed new features and fixed existing components in custom React component lib.
- Built a prototype PDF-form filling technology with React and various Ruby gems to automate filling of tedious government paperwork. Iterated and launched to customers increasing their capacity to onboard new residents and review their income. Customers called it "magical."
- Tech: Ruby, JavaScript, Ruby on Rails, React, MobX, Graphiti Spraypaint, Grape and other Ruby gems, MySQL, npm, Bundler, git, CircleCI and Trello.

TrueCar - Software Engineer 4 Technical Lead (Q2 2017 - Q3 2018)

Acted as technical lead for four native mobile apps, two (iOS/Android) for consumers and two for dealers.

- Managed sprints, interviewed candidates, evangelized technical and product initiatives on behalf of mobile team and worked cross-functionally across entire tech org.
- Moved all of mobile app CI/CD from colocated machines running Jenkins to Circle C.I. Switched from pure BASH to fastlane reducing maintenance burden of pipeline. Saved countless hours of engineering effort and sweat. Enabled team to have ownership over pipeline instead of relying on DevOps.
- Fixed dozens of issues with CI including broken GitHub checks, cluttered signing certificates and expired Provisioning Profiles.
- Devised a system for engineers to take ownership over the implementation of certain product and technical objectives for two reasons: Growth opportunity for the individual and to identify new leaders.

- Developed and fostered accountability by documenting expectations for pull requests, code reviews, development patterns, best practices, etc...
- Tech: Obj-C, Swift, Thrift, CocoaPods and Carthage, JavaScript, React, React Native, Ruby on Rails and various Ruby gems, postgres, fastlane, Jenkins, CircleCI, git, Github and JIRA.

TrueCar - Software Engineer 4 (Q2 2016 - Q2 2017)

Took an opportunity to learn JavaScript, React and Ruby on Rails on web frontend team.

- Led client-side development of the popular "Sales Analyzer" tool for TrueCar's Dealer Portal. Delivered to production in 3 months and on time for a hard deadline.
- Helped rewrite TrueCar's used car buying product from Python/Java. Added React components to common UI module, debugged and fixed issues w/ Ruby on Rails backend and delivered the product on time.
- Helped maintain Gluestick, TrueCar's OSS for building universal/isomorphic React apps by reporting bugs and writing documentation.

TrueCar - Senior iOS Developer Technical Lead (Q4 2013 - Q2 2016)

Assumed a full-time leadership role on the Consumer iOS team in Q4 2014.

- Provided direct assistance to USAA; an important business partner and consumer of our SDK. Helped guide implementation, address customer concerns. Dealt directly with engineers at USAA.
- In 1 month, I did a technical deep dive to explore React Native as a solution for sharing code across multiple platforms. Reported findings to upper management and lead tech talk on pros/cons.
- Led an effort within the mobile team to build and deploy a small Ruby on Rails app into production to support new features on both Android and iOS mobile apps.
- Created popular interactive, gesture driven app intro animations using CoreGraphics and CoreAnimation.
- Added a highly-trafficked Used Car buying experience to mobile app.
- Built custom UITextField control for authentication screens with various states and other visual transitions.
- Designed and built a new client/server API protocol in Thrift for a code-based authentication flow that bridged users seamlessly from web to mobile via text message, email or hyperlink.

The Omega Group - Senior Developer (Q1 2008 - Q4 2013)

At Omega (now: TriTech Systems) I actively developed several critical, client-facing applications.

- Built the Omega Dashboard front-end (https://www.youtube.com/channel/UC_Ar9AJ7wcRVx0AypIGi19Q) and worked on some of the server-side API.
- Built and managed CrimeMapping for iOS, NearMe for iOS, NearMe for iOS (for Redlands PD), Field Interviews for iOS (for Redlands PD) as well as JSON APIs that served them.
- Built and launched email app for CrimeMapping users to receive nightly emails about new crime in their geography.
- Lead meetings with Redlands Police chief criminologist and other staff to gather requirements, discuss early prototypes and designs and gather other feedback for apps. Wrote all technical documentation and handled issue tracking.
- Overhauled and redesigned the Omega Group's corporate website, company logo and stationery.
- Tech: C#, XAML, Silverlight, HTML, CSS, JavaScript, jQuery, WPF, WCF, ASP .NET and MS SQL Server.

Education

Virginia Polytechnic Institute and State University — B.A. Computer Science, 2002

Personal

Any spare time I have is spent with my wife and 2 kids, doing anything/everything outdoors especially CrossFit, surfing and hiking. I also enjoy taking on and contributing to interesting OSS projects.

References

Available upon request.