

Darren Lew

github.com/DarrenZLew

Professional Experience

TDS Telecom – Madison, WI

Jan 2018 – present

Lead Software Developer

- Application product development and design of an in-house network management system to provision and monitor the health of over 100,000 routers and modems
- Continuous maintenance and improvement of product software with current coding standards
- Facilitate communication between multiple teams to resolve technical system issues
- Incorporated the use of frameworks: Javascript/React, Python/Django, Elasticsearch/Kibana

Epic – Verona, WI

Sep 2014 – Dec 2017

Technical Services Analyst

- Analyze root causes of complex software healthcare problems
- Develop, code and maintain Epic's software system specific to revenue billing (Caché)
- Project manage a handful of clients utilizing software system

Adapt Engineering – Seattle, WA

Apr 2012 – Aug 2014

Project Controls

- Perform and coordinate given tasks and projects with independent decision making
- Maintain and document project forms, equipment, and storage inventory
- Implement database system to organize, catalogue, and store previous projects

Education: University of Washington (UW Seattle 2013) - B.S. Bioengineering

Personal Projects

Benefact (React, Javascript/ES6, Typescript, HTML/CSS, C#, PostgreSQL)

Developed a task management system competitive to Trello/Jira. This system incorporates a contributor voting bounty aspect, to allow for prioritization of tasks based on possible monetary gain and contribution from users of the board's topic.

Fantasy Fitness (React, CSS, Semantic UI, Redux, Node.js/Express, SQL)

Developed a competitive fitness tracking system currently hosted on a Heroku database. Users compete against one another and record their activities through the application. I completed the front-end development in React and CSS and back-end development with Node.js and SQL.

Smash Up Randomizer (React, CSS, Bootstrap)

Built a client-side randomizer tool for the deck-building game, Smash Up. The purpose was to make the setup of the game quicker and simpler. I developed the tool in React and CSS.

Skills

- **Proficient:** Javascript/ES6, React, HTML, CSS, Redux/MobX, Bootstrap, Semantic UI, Version Control Systems – Gitlab, GitHub, Jira Agile Workflow
- **Prior experience:** Python, C#, SQL, Node.js/Express, Typescript, Django, Elasticsearch/Kibana
- Highly analytical in response to problematic situations and finding solutions to root issues
- Possess ability to contribute expertise and follow leadership directives at appropriate times
- Extensive experience in developing and implementing projects individually or within a team