

Derek A. Severson

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Versatile, passionate Software Engineer with 8+ years experience developing *business-driven web applications* within diverse industries including: ecommerce, education, financial, and healthcare.

Swarming Technology | Buzzi Data Exchange Senior Software Engineer (Full-Stack)

August 2016 – Present

Responsibilities –

- Architecture and development of *buzzi.io* – a data exchange and integration management platform.
 - Investigate, evaluate, and ultimately decide the technology stack and infrastructure of our platform.
 - Document and publish specifications and developer usage guides for APIs and shared libraries.
- Scrum Master - servant leader who eliminates impediments and guides team through scrum process.
 - Formulate project roadmap with stakeholders and devise tasks from feature requirements.

Accomplishments –

- Designed, built, and launched Buzzi's microservice architecture to meet internet-scale demand.
- Sustained a high-level of code quality measurable through unit tests, integration tests, and code coverage.
- Established a Continuous Delivery pipeline fully automating Continuous Integration & Deployment.
- Onboarded clients by integrating their existing systems and platforms including Magento and IBM Watson.

Technologies Used –

Frontend:	React.js, Redux, Webpack, Blueprintjs, Sass/CSS, styled-components
Backend:	Node.js, Koa/Express, PostgreSQL, RabbitMQ, Elasticsearch
Infrastructure:	Docker, AWS, EC2, RDS, S3, SES, SQS, CloudWatch, Prometheus
Quality/Tests:	ESLint, Mocha, Chai, Jest, Enzyme, Sinon, Istanbul, Swagger
DevOps/Env:	Git/Github, npm, Jenkins, Flyway, Mac OS X, Linux, Bash, Atom, Vim
Other:	Jira, Slack, Invision, Google Docs, Evernote, Skitch

Swarming Technology | Rise Learning Management System Senior Frontend Software Engineer

March 2015 – August 2016

Responsibilities –

- Known as Swarming Technology's *Javascript Aficionado* - whether frontend or backend (node.js).
- Technical Lead on a small, highly-collaborative team in a fast-paced work environment.
- Lead the RiseLMS team in building out the client-side of our single-page application.
- Collaborate with backend developers to devise clean, simple RESTful APIs.
- Oversee and document User Acceptance Testing within the Agile Software Development Life Cycle.

Accomplishments –

- Successfully launched RiseLMS - an enterprise, multi-tenant eLearning platform.
- Coached teammates on writing consistent, idiomatic Javascript code using well-established patterns.
- Established industry best practices, including agile software development life cycle and methodologies.
- Improved developer efficiency and code maintenance by automating the build, testing, and deployment of our frontend code within our continuous integration and delivery process.
- Standardized best practices for the project's database migrations and seeders.

Technologies Used –

Javascript Components:	Angular, lodash, UI-Bootstrap, UI-Router, MomentJS, C3
Javascript Utilities:	Node.js, npm, Gulp, Babel (ES6), Bower, JSCS/JSHint, Karma, Mocha + Chai
Styling UI/UX:	HTML, CSS, LESS, Bootstrap, FontAwesome, SweetAlert, Toastr
Environment:	Mac OS, Ubuntu, IntelliJ, BrowserStack, Chrome DevTools, Vim

DevOps:	Git/Github, Vagrant, Ansible, DeployBot, Sentry, SequelPro
Backend:	Apache, PHP + Laravel, Eloquent ORM, MySQL, Amazon S3
Other:	Jira, Slack, Google Docs, Basecamp, Evernote, Skitch

Accuray Inc.
Software Engineer

April 2013 – March 2015

Responsibilities –

- Product development of the data management systems and applications that provide reliable and secure access to data used in treatment planning, quality assurance, patient set-up, and treatment delivery for both the CyberKnife® System and TomoTherapy® System.

Accomplishments –

- Implemented usability enhancements and new features in our Suite of Data Management Applications.
- Redesigned our internal, centralized licensing system used to enable features/packages our clients purchase.
- Head of the continuous integration and installer build process.
- Manage our interactive PowerShell Dev environment
- Administer the physical machines and virtual images used for testing and development.
- Update requirements, software design documents, and user test-case documentation.
- Work and communicate effectively within a geographically dispersed team.

Technologies Used –

Thick-Client (Desktop Apps):	C#.NET 4.5, WinForms, WPF, LINQ, XML
Thin-Client (Web Apps):	JavaScript, HTML5, CSS, LESS, jQuery, Kendo UI, Bootstrap UI
Environment:	Windows, Visual Studio, MSBuild, PowerShell
DevOps:	Perforce, Chrome DevTools, Jenkins, Advanced Installer,
Other:	Jira, Rational DOORS, VMware Server, Microsoft Office Suite

Engineering Professional Development Department, UW Madison
Web Developer & IT Specialist

August 2009 – Feb 2013

Responsibilities –

- The development and deployment of custom internal web apps to automate and assist with staffs' daily workflow and external websites promoting our department's offered programs.
- Assess, assist, troubleshoot, and resolve any technical issues for staff and faculty.
- Run updates, install programs, perform upgrades, create backups, and restore data on all staff and faculty workstations, laptops, tablets, and mobile devices.

Accomplishments –

- Designed, coded, tested, and deployed the department's mobile website used primarily for prospective and current students to learn about and enroll into current classes or classes offered in the near future.
- Improved faculty and staff workflow by creating custom internal web applications that:
 - Automate the manual data entry process of "course enrollment" data into usable Excel spreadsheets.
 - Track the technical equipment our department lends to students and faculty.
 - Enable staff to work concurrently during our "course quality evaluation" process done each semester.

Technologies Used –

Languages & Technologies:	PHP, HTML, CSS, JavaScript, AJAX, SQL
Frameworks & Libraries:	jQuery, jQuery Mobile, FileMaker Web API
Environment:	Mac OS X, TextWrangler, FileMaker Pro, MAMP
DevOps:	Chrome DevTools, CSSEdit, Adobe Fireworks

Thomson Reuters Beta Systems
Software Development Intern

Summer of 2012

Responsibilities –

- Contribute to the Core Trading team in designing, architecting, and developing new features for our real-time trading platform.
- Maintain the real-time service platform supporting over 25 large banks and brokerage institutions. The platform interfaces with all major US stock exchanges and processes over a million transactions a day and averages 1 billion dollars traded daily.

Accomplishments –

- Developed the mobile application that interfaces with our platform in order to monitor the status of our connections providing real-time updates and assisting in maintaining zero downtime.
- Wrote several automation scripts to increase the team's efficiency of completing common tasks.

Technologies Used –

Languages & Technologies:	C, Java, HTML, CSS, JavaScript, AJAX, XML, Regex
Frameworks & Libraries:	jQuery, jQuery Mobile, Java Struts Web Framework
Environment:	Windows, Linux/Unix, KornShell, Vim, Eclipse
DevOps:	Chrome DevTools, KornShell Scripts, Subversion

University of Wisconsin-Madison

Bachelors of Science **Computer Engineering and Computer Sciences**

December 2012

Financial Data Visualization App

<i>Technologies Used:</i>	C#.NET, Microsoft SQL Server, JavaScript, Windows 8, Visual Studio 2012
<i>Summary:</i>	User-interactive charting functionality extending HighCharts JavaScript library seamlessly into a Windows 8 App serving up budget data with dive-down capabilities.

Multi-Tenancy Benchmarking – LevelDB vs. SQLite3

<i>Technologies Used:</i>	LevelDB, SQLite3, C++, Unix Terminal
<i>Summary:</i>	Investigated, compared, and presented the performance trends and limitations of LevelDB & SQLite3 local data-stores in a high multi-tenancy environment.

Geo-Advertising iPad App

<i>Technologies Used:</i>	HTML5, JavaScript, PhoneGap, XCode, Python, Django Web Framework
<i>Summary:</i>	Geo-location advertising platform and application creating additional revenue for Madison Green Cab by publicizing geo-relevant ads from local companies and tracking user views and interactions with ads.

Scheduled Texting App

<i>Technologies Used:</i>	Objective C, XCode, MySQL
<i>Summary:</i>	iPhone app enabling users to specify a future date and time to send a text message.

Community

Eagle Scout Award – Boy Scouts of America

Engineering Career Academy – Taught and assisted 9th graders attending Engineering Career Academy how to use SolidWorks (3D CAD app) to create a 3D model of a park bench which was materialized via a 3D printer.

Camp Badger – Taught 7th graders attending Camp Badger how to use Google Sketch-up and West Point Bridge Builder as a creative engineering outlet demonstrating how computers assist engineers.