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Graham Dougherty

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Technical Skills

Front-End: Javascript ES6+, React, Redux, Redux-Sagas, Typescript, HTML5, CSS, Three.js, User Experience
Back-End: Node.js, Express, MongoDB, Mongoose.js, Mysql, Sequelize, Amazon Web Services, Docker, Restful APIs
Other: Git, Mocha/Chai, Linux, Jest/Enzyme, CircleCI, automation, Web Development, Webpack/Babel

Experience

Galvanize Inc.   June 2020-
Software Engineer (contract)   Aug 2020
- Leading a redesign of the frontend styling and architecture of the app to improve performance and UX
- Implementing React best practices and refactoring codebase into composable and reusable components
- Designing frontend architecture focused on reducing page load time utilizing lazy load and other techniques
- Improved the speed of search and filtering on a main page of the app from 500ms to less than 100ms

Pix Systems   Oct 2019 -
Software Engineer (web - frontend)   May 2020
- Spearheaded the development of new features and reduced time to release by 75%
- Proactively migrated sections of code from AngularJS to React and updated documentation
- Implemented Redux state management to remove redundancies and improve consistency
- Reviewed team members' code and helping onboard new developers and contractors

Shed LA/ Tool of North America   2017-2019
VFX Artist and AR/VR Mobile Developer
- Consulted producing team and clients on AR technologies and best practices and implemented different AR technologies based on project needs and requirements
- Optimized 3D assets using Maya 3d and Meshlab to reduce app size by 71%, improving performance
- Built augmented reality apps using C# and Unity3d used to win bids from Adidas, Coca-Cola, and others

Projects

Nottingham *A stock trading web app*
Technologies Used: AWS EC2, Postgresql, Redis, Nginx, New Relic, Loader.io
- Increased RPS from 400 to 2100 with a latency of less than 200 ms by scaling services horizontally using Nginx as a load balancer
- Implemented cluster modules to optimize Node performance
- Used Artillery, New Relic, and loader.io to stress service and analyze and optimize performance
- Increased query speeds by 90% by optimizing database configuration and data shape

Vapor *A full-stack video game web store*
Technologies Used: React, Mysql, Express, Node, Webpack, Docker, AWS EC2, Javascript, Github, Babel
- Designed a RESTful api to elegantly represent resource relationships and serve requests efficiently
- Utilized webpack and webpack configuration to unify component styles and reduce bundle size by 60%
- Achieved a speed score of 98 from Pagespeed Insights using Google Dev tools and by minimizing the number of needed server requests and reducing bundle size and included dependencies
- Spearheaded adoption of styled components to ensure component compatibility and style cohesion
- Implemented a Mysql database of multiple tables to optimize querying of relational user data

Education

Hack Reactor, *Advanced Software Engineering Immersive Program*   April 2019
Santa Clara University, Santa Clara, *B.A. in Communications with a Digital Filmmaking Emphasis*   June 2012