

Ross MacLeod (Mellgren)

Software architect with networking, systems, and team building skillset.

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Hello! I'm a friendly, hardworking, and knowledgeable software architect with over 15 years of experience in the industry. My passion for learning has led to a wide skillset which includes networks and operations, UI/UX design, and frontend and backend development.

I'm looking for a full-time position with a great team who're both productive and fun with interesting challenges and opportunities to learn and teach. My ideal opportunity is a small company or start-up with big goals where I can exercise a wide variety of skills.

Skills and Technologies

Languages

Haskell, Scala, Java, C, Python, SQL (Transact-SQL, PostgreSQL, HiveQL), Swift, C++, C#, Objective-C, HTML, CSS, JavaScript, F#, OCaml, SML

Databases and Data

SQL Server 2000, 2005, 2008R2, PostgreSQL, sqlite, H2/Hypersonic, MongoDB, HBase, HDFS, MapReduce, Avro, Thrift, protobuf

Tools and Platforms

Git, Subversion, OS X, iOS, Linux, Windows, Docker, Amazon AWS, Ansible, Vagrant, Cisco, Juniper, Extreme, Sketch, WebKit Dev Tools

Work Experience

SocialBrain, Inc. SEP 2014 — SEP 2015

My most recent project was as cofounder and CTO of SocialBrain, a seed stage startup working on a novel new form of social planning and communication medium. I was heavily involved from the idea stage: working with my cofounder and a freelance visual designer to develop the idea into a specification, working up financial and team staffing plans, creating the large and small scale system designs, and implementing the software.

- Sole development resource, responsible for all technical decisions.
- Prepared financial and staffing plans for investor proposals.
- Heavily involved in product design along with cofounder.
- Produced project management artifacts such as estimates and itemized project plans.
- Designed four-tier system with planned short implementation ramp leading to long term expandability.
- Implemented fully featured 75+ scene iOS UI Prototype using Swift, Storyboards, and Auto Layout.
- Redesigned and refined several large sections of original visual design using Sketch after handoff from freelance visual designer.
- Implemented server foundation using Haskell, PostgreSQL, Stack, Docker, Docker Compose, Vault, and etcd. Proved out foundation with WebSocket communications to iOS app.

Paytronix Systems, Inc. NOV 2002 — FEB 2015

In 2002, I joined Paytronix Systems: a Gift, Loyalty, and Messaging software-as-a-service company currently based in Newton. From its early stages as a startup with less than 15 employees to 76 employees when I left, I was a key contributor in many roles: software architecture and development, hiring and training, production and office infrastructure, team growth, and introduction of new technologies and techniques.

- Identified need for and led the multi-year effort to convert from monolithic to service oriented server architecture, yielding major benefits in design scalability, testability, developer productivity, and external integration.
- Researched, implemented, and trained team on Hadoop along with numerous integration components as part of long-term plan to improve with scalability in quantity and variety of data.
- Introduced automated testing, starting with outside-in functional web testing and continuing to service testing, transactional testing, unit testing and property-based testing.
- Kept the company up to date on new technologies and worked to keep the processes around software development current. Introduced Scala to the company and trained team in idiomatic use.
- Built out redundant network architecture including switches, routers, load balancers, and firewalls.
- Diagnosed and corrected numerous production issues, including complicated intermittent multi-system performance issues involving Linux, Windows, SQL Server, Hadoop, Java, and networking aspects.
- Acted as a mentor for members of the development team both experienced and new, helping with design and implementation questions, diagnosis, and review.
- Participated in hiring process at a strategic level as well as interviewing candidates. Led improvements to the technical interview process including the introduction of several effective challenges used to establish communications, design, and implementation proficiency.