# Evan Purkhiser

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# Qualifications

BS - Computer Science 2013 Akron, Ohio - The University of Akron

Environments GNU/Linux, BSD/macOS, AWS

Languages Golang, Python, ES7 (react, redux, node), HTML5, CSS3, SASS, SQL, Ruby, PHP, C++, Shell

Software Bash, Git, SVN, Mercurial, VIM, GNU Coreutils, Vagrant, Berkshelf, Chef-Solo, Ansible, Salt, Apache,

nginx, MySQL, Redis, Bower, Browserify, Webpack, npm, PHP Composer, golang glide, jq

## Experience

#### VRV (Crunchyroll Ellation)

Senior Software Engineer — August 2015 - Present

- Architected and developed secure authentication mechanisms for a novel dual subscription linking system using the OAuth 1.0 protocol for the account API driving the VRV product.
- Designed and developed high performance APIs with golang to serve video content catalog metadata, including image serving. Applied the HATEOAS REST constraint to provide flexibility during rapid API design changes.
- Full stack implementation of a 'content partner' portal for content management. Developed using React-Redux along with modern web technologies. Special attention of quality was given to the 'look and feel'.
- Improved developer experience by reworking a internal developer VM to be powered by Vagrant and implemented configuration management as code using salt. This provided a consistent developer environment without bloat.

### SecondTV (Crunchyroll Ellation)

Software Engineer — August 2014 - August 2015

- Spearheaded divorce of a deeply integrated client front end and monolith backend into a cleanly separated API consuming client using a modern PHP Symfony stack for the KDrama product.
- Took initiative to update and own project library dependency versions. Various projects were updated to the newest Symfony2 framework along with other libraries, providing for an improved developer experience.
- Proliferated quality coding standards, git best practices, review best practices, automated style linting tooling, and improved developer environment tooling through the organization for a high quality developer experience.

Working at Crunchyroll I found myself surrounded by the brightest engineers I have had the opportunity to work with. I was able to personally grow and sharpen my skills through mentorship in both directions. While simultaneously working as a single team to ship a world class product. Launching VRV was a milestone in my career.

#### Acadaware

Lead Web Applications Developer — March 2011 - July 2014

- Developed a web application for managing Experiential Education programs
- Responsibilities included all stages of development, from initial requirement gathering to deployment and configuration of a production server environment
- Worked as the sole Full-Stack developer to build both the front and back ends of the application. Tasks included:
  - Architecting the business logic using advanced object oriented concepts
  - Taking into consideration complex relational database designs
  - Used the MVC delivery mechanism to structure the web application
  - Designed the front end of the website using modern web technologies such as HTML5 and CSS3 while also taking user experience best practices into consideration to bring a beautiful and intuitive experience to the user.