Graham Vasquez

🏠 gvasquez.dev 🔗 Github

Featured Projects

AsyncAirtable

AsyncAirtable is an open-source JS library I built to make working with the Airtable API super easy. It is written in Typescript and tested with Jest.

Friendly Faces

Friendly Faces was an on demand avatar generator API written in Go. It allows for both randomly generated images, images based on a seed string, and specifying the pieces to build the face with. It also supports both SVG and PNG image formats. I built a PoC front-end app to show off the project with NextJS, Typescript, and TailwindCSS.

Tech Friends Discord Group

I run a Discord where I teach and mentor aspiring engineers through group chat, educational sessions, and collaborative projects.

Talks and Events

Philly JS Club

Gave a talk on the basics of GraphQ, including the typesystem, query syntax, introspection, and some demos.

Skills & Technologies

- Typescript
- Go
- Docker
- Kubernetes
- PostgreSQL
- MongoDB
- GraphQL
- Apache Kafka

Work Experience

iHeartMedia

Software Engineer - 1/2021 - Current

- **Biggest Impact:** Designed and built the prototype for an LLM powered article enhancer to **increase site visits and ad revenue**. I worked with our LLM provider to migrate their API to a webhook architecture to for more flexibility and to reduce timeouts at our ingress caching layer.
- Migrated the existing REST API that powers the subscriptions and content for several Premiere Network shows and is a recurring source of revenue to GraphQL. Now it **better integrates with our existing infrastructure and internal tools**, and stitches into our supergraph.
- Designed and maintained our code linting and formatting packages to **reduce manual churn in PR reviews** for all of our engineers.
- Took part in design discussions and bui for migrating from NATS to SQS for messaging to reduce our costs for running NATS and reduce the maintenance burden for us to handle messaging between services.

Crowdcast

Software Engineer - 12/2020 - 1/2021

- **Biggest Impact:** Contributed to a key feature of Crowdcast V2 - a staging area for presenters and guests to prepare before going live.
- This was just one of the improvements to scalability, reliability, and ease of use for our users I contributed as part of our upgrade to V2..
- Maintained legacy Angular, Firebase, MongoDB code and infrastructure.
- Contributed to architecture and technology decisions that are still shaping the future of the product - like simplifying handling real-time messaging subscriptions to improve stability and performance as the platform grows.

ClickPop

Web Developer - 09/2019 - 12/2020

- Built and maintained a number of production applications and sites using a variety of front and backend technologies.
- Build and manage SQL and NoSQL databases.
- Manage CI/CD scripts, focusing on Github Actions.

Education

Northampton Community College

Associates of Science in Computer Science - 2014