Gregory M Barnett

Full Stack Software Engineer & Musician

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Experience

Software Engineer – Ship Sticks   October 2018 – Present

- Working as part of a small team to refactor a legacy Ruby on Rails Application. Tasks included fixing failing unit tests, integrating our API into the front-end of the application, and converting legacy code to use our new data models.

Full Stack Software Developer – MakerBot Industries   April 2016 – Present

- Responsible for a platform that manages large farms of 3D printers (Rails). Additionally I contributed to MakerBot's flagship desktop 3D printing software (JS, React, Electron), Thingiverse: one of the top communities for sharing 3D models (PHP, MVC, MYSQL), & MakerBot's data collection service (Node.js, Redis, AWS Firehose).

- Added analytics & notification system to help our customer support teams diagnose possible issues resulting in an improved customer experience.

- Built a CMS to allow administrators to manage & customize the automated emails that are sent out throughout the print request process.

- Added additional parsing & validations to prevent users from submitting incorrectly formatted files or sending jobs to incompatible printers. Resulted in an increased number of successful print jobs.

- Integrated example print files available in our desktop application resulting in a quicker workflow for our users when setting up, testing, & experimenting with 3D Printing.

Full Stack Software Engineer – The Harry Fox Agency   March 2014 – April 2016

- Worked as part of a small team that was responsible for migrating existing business & building new applications hosted on AWS & utilized LAMP Stack (PHP), Ruby & JavaScript (jQuery & Angular.js).

- Reported directly to the Vice President of Technology & the CTO. Worked directly with project managers & business analysts to determine & translate business requirements into software.

- Built new royalty calculation, invoicing, & reporting software from scratch. Resulted in faster processing, and increased transparency in the royalty calculation process.

- Worked on a high-volume data processing application that matches song metadata to records in our dataset. The application utilized AWS CloudSearch to index the data.

- Integrated the You Tube Content ID API (An exclusive API for content rights holders which deals with reporting usage, & ownership of content distributed on You Tube) using OAUTH & Service accounts into our new platform.

Skills

- **Programming** - Production level experience with object-oriented programing & unit testing. Languages, frameworks & libraries include Ruby, PHP, JavaScript (Node.js & client side), CoffeeScript, HTML/HAML, SCSS/CSS, XML, Ruby on Rails, Codeigniter MVC, jQuery, React, Angular 1.x, Bootstrap, AWS SDK, & Sidekiq.

- **Database** – SQL, Active Record (ORM), design, normalization, optimization & integration using MYSQL, Postgresql, Amazon Redshift & Redis.

- **Other** – Linux, Mac OS, Windows, Version Control (Git), YouTube API, Amazon Web Services (EC2, RDS, S3, EBS, CloudSearch), Vagrant, & Jira. Knowledge of network management, deployment & protocols.

Education

Nassau Community College   Jan 2012 - Dec 2013

Associate of Applied Science in Information Technology, Dec 2013.
GPA 3.89.
Recognized during the NCC Presidential Awards & received the Richard Glass Memorial Scholarship in Math, Computer Science, & Information Technology.
Dean's List Jan 2012 – Dec 2013.

State University of New York: College at Oneonta   Aug 2005 – May 2009

Bachelor of Arts in Music Business, May 2009.
GPA 3.2.