

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 reporting directly to the Director of Engineering. Additionally, I worked with an offshore team located in India.
- Refactored a legacy Ruby on Rails application and built out a new dedicated luggage vertical. Tasks included fixing failing unit tests, rake tasks, integrating our API into the front-end, and converting legacy code to use our new data models.
- Created a new service to integrate our user facing order confirmation emails with the Sailthru platform giving our marketing team the ability to more effectively understand our customers.

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

Skills

- **Programming** - Production level experience with object-oriented programming & 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, MongoDB, Amazon Redshift & Redis.
- **Other** – Linux, Mac OS, Windows, Version Control (Git), Amazon Web Services (EC2, RDS, S3), Vagrant, & Jira.

Education

Nassau Community College

Jan 2012 - Dec 2013

Associate of Applied Science in Information Technology, Dec 2013.
GPA 3.89.

State University of New York: College at Oneonta

Aug 2005 – May 2009

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