

Harrison Borges

Programmer

Brooklyn, New York

Blah blah I'm a lead software engineer. I've done some things in my career and I hope to do more.

SKILLS

Go

TypeScript

Node.js

SQL

Ruby

Postgres

HTML/CSS

React

AWS/GCP

Terraform

Cloudformation

Docker

WORK EXPERIENCE

KONTANGO

Lead Software Engineer, Core Services | July 2023 - July 2024

Short, two-sentence-max description of the role

- Led implementation of ISO-27001 compliance efforts which spanned infrastructure and application development
- Implemented lean, reusable VM-based CD pipeline for suite of web applications
- Developed modern stack and delivered new line-of-business applications for internal and external applications
- Founded pair-programming culture, spearheaded implementation of workflow tools, processes and documentation

SODALITY TECHNOLOGIES (PING APP)

Lead Software Engineer, Backend | November 2021 - July 2023

Short, two-sentence-max description of the role

- Directed and executed the development of key backend components, including a GraphQL API for mobile apps, a CMS for content teams, and image-processing micro services.
- Streamlined the development and deployment process with a CI/CD pipeline, reducing the transition time from development to production.
- Oversaw backend infrastructure, highlighted by the creation of a graph-traversal friend recommendation system and a contact analysis pipeline.

FRESHLY

Senior DevOps Engineer | July 2023 - July 2024

Short, two-sentence-max description of the role

- Developed a CD pipeline on Google Cloud Platform, not only achieving feature parity with Heroku (including review apps and environment management) but also integrating advanced capabilities such as canary deployment rollouts.
- Maintained a Kubernetes cluster on GCP and performed a seamless migration of a ~500GB database from Heroku to GCP.
- Designed an infrastructure-as-code pipeline with Terraform Cloud, managing a variety of applications including a Rails monolith, Ruby microservices, and Go microservices.

Senior Software Engineer, Full-stack | July 2023 - July 2024

Short, two-sentence-max description of the role

- Played a pivotal role in the growth of the engineering team, joining 5 engineers and helping scale processes and technology to support 30+ developers.
- Multi-faceted contributor, working on Rails backend, React frontend, and the iOS app, despite no prior experience in the latter.
- Led the development of a new meal-picker experience, collaborating closely with product and design teams while successfully introducing React architecture into an existing Rails monolith.

VERVE MOBILE

Software Engineer, Full Stack | May 2013 - November 2017

Short, two-sentence-max description of the role

- Kick-started software career from a manual QA role, creating a NodeJS-based automation suite that significantly enhanced test speed and accuracy.
- Demonstrated rapid technical proficiency, transitioning into the platform engineering team where I developed crucial tools, including a validation suite for ad performance in production-like environments.
- Led the full lifecycle of a project from hackathon concept to production, delivering a comprehensive ad-management dashboard used daily by large business clients.

Github: **@hbbb**

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