Hogan McDonald

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Senior Software Engineer with 6 years of experience architecting, developing, testing, and maintaining web applications in agency and startup settings

TECHNICAL SKILLS

Languages: Ruby, JavaScript, TypeScript, SQL, HTML, CSS
Frameworks: Ruby on Rails, NextJS, React, Redux, Vue, Cypress, Node, Express, Sidekiq
Databases: Postgres, MongoDB, MySQL, Redis
Related Technologies: CI/CD, Ansible, APM (Sentry, New Relic, Structured Logging), AWS (S3, EC2, Lambda, API Gateway, IAM, CloudFront, RDS, SageMaker)

EXPERIENCE

Senior Software Engineer — July 2022 - September 2023
Ephemeral Tattoos — *Brooklyn, NY - Remote*

- Increased developer productivity and eliminated the need for a dedicated designer, resulting in a 70% reduced feature turnaround time, by implementing a design library of components through ViewComponents and Hotwire in Rails 7
- Formalized the process for identifying and fixing bugs and performance bottlenecks in production, improving system uptime by 90%, through the implementation of Sentry and New Relic in our Rails and Node.js projects
- Automated the capture and organizing of customer appointment information, eliminating 3+ hours of manual work for each appointment, by converting a 400 column spreadsheet into TypeForms, services in Rails, and a data model in PostgreSQL
- Developed a full-stack feature that allowed customers to book group appointments, which increased conversion by 100% by integrating a third-party scheduling tool, background jobs in SideKiq, and a custom UI built in vanilla JavaScript
- Consolidated 3 separate checkout flows and introduced tipping, reducing the need for manager intervention by 100%, by leveraging Stripe and the Pay gem in Ruby along with a custom card terminal implementation

Senior Software Engineer — March 2020 - June 2022
Soona — *Minneapolis, MN - Remote*

- Planned and led the migration of over 3 million images from a user-centric to a shared multi-user account architecture, which enabled the onboarding of enterprise-level clients and helped secure a $35 million series B
- Automated appointment scheduling and rescheduling, resulting in improved efficiency and a 30% reduction in the rescheduling rate, by creating a custom scheduling library in Ruby that leveraged a pre-filled Redis cache to quickly suggest appointment times and assign staff
- Created a custom SocketIO microservice, accompanying Ruby library, and a shared Redis instance that collectively managed thousands of concurrent websocket connections, and reduced the effort needed to build real-time features from weeks to minutes
- Introduced end-to-end testing for all client-facing user flows, reducing the number of documented bugs in each release by 50%, by writing and deploying a suite of Cypress tests that integrated with a Rails backend and ran on GitHub Actions

Software Engineer II — April 2019 - February 2020
Brandless — *Minneapolis, MN - Remote*

- Led a team of engineers, CX associates, and product managers in identifying and fixing a bug that would have resulted in a $500k loss through the use of structured logging and TDD in a Rails 6 app built on Spree
- Improved the reliability of e-commerce checkout process, which improved conversion and eliminated 4 known bugs, by re-architecting the checkout routing system as a state machine in Ruby and creating a new suite of RSpec tests

Software Engineer — April 2018 - March 2019
Foundry — *Minneapolis, MN*

- Integrated wholesale and retail sales channels for enterprise-level Shopify client as part of website rebuild
- Built a cross-platform mobile application using React Native for large healthcare client while maintaining HIPAA compliance
- Lead a zero downtime upgrade of a legacy Rails application for regional home appraisal company from Rails 3 to Rails 5

Teaching Assistant - Full Stack Development — January 2018 - June 2018
University of Minnesota Software Bootcamp — *St. Paul, MN*

EDUCATION

Prime Digital Academy — Minneapolis, MN
Full Stack Software Engineering Certification — *2017*