

James Crews

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WORK EXPERIENCE

Orum

Remote

Software Engineer

April 2022 – April 2024

- Integrated a targeted calling feature that enhanced representatives' preparation and contributed to an 8% increase in booked meetings.
- Engineered a websocket service that delivers 500k+ updates per day to clients regarding the progression of their dialing sessions.
- Designed a new subscription implementation that allows for easy updates, additions or changes of tiers all while supporting legacy subscriptions.
- Collaborated with a small team of engineers and designers to overhaul our Front End with React and implement a new modern design using Material UI.

Schweitzer Engineering Laboratories

Lynnwood, WA

Associate Software Engineer

October 2020 - April 2022

- Worked with the UI/UX team from design to implementation of dozens of new UIs that improve user's workflows.
- Implemented a new edit session feature that persists user's changes, allowing them to navigate between projects without having to save.
- Created 10+ API endpoints as well as optimized the speed of existing implementations.
- Contributed key React components to a shared internal library, streamlining development and making all software feel connected.
- Wrote extensive test coverage for each feature being released resulting in significantly less bugs shipped to customers.

Process Solutions INC

Stanwood, WA

Control System Engineer

April 2018 – October 2020

- Developed a tool in C# that generates 80% of repetitive PLC logic for our most common projects.
- Redesigned all HMI UIs to be templated based resulting in a significant reduction in development time and reducing errors.

Personal Projects

BG Tracker

www.bg-tracker.com

- Developed a tool for monitoring sales to multiple buying groups and tracking associated credit card points earned.

Chess AI

www.jcrews253.github.io/chess/

- Created chess where you can play against an AI that uses a Min-Max algorithm to determine moves based on the other player's input.

EDUCATION

Washington State University

Pullman, WA

BS in Mechanical Engineering (GPA: 3.8)

Graduation Date: December 2017

SKILLS

Languages: Typescript, Javascript, HTML, CSS, SQL, C#

Technologies: React, Node, Postgres, Material UI, Jest, Git