

Lee Green

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<http://lee.greens.io>

GitHub: LeeXGreen

Summary

Software architect and **full-stack developer**, experienced in creating **APIs** and **backend** systems for **web** and **mobile**. Proven **project leader** with a history of leading both employees and consultants. Passionate about **solving business problems** with **elegant software** solutions. Adept at distilling **clear technical specs** from user requirements.

Over 5 years of **Ruby** experience, including **Rails**, **Rack**, and **Sinatra**. About 2 years of **Python** experience, across several projects. Skilled with **SQL (MySQL and Oracle)** as well as **Memcache / Redis**. Experienced user of **Amazon** services (**EC2, S3, SES**). Capable with **HTML, CSS (SCSS / SASS)**, and **JavaScript (CoffeeScript, EmberJS)**. Comfortable in **Linux / UNIX**, as well as **OS X**. Addicted to version control with **Git**, reproducible development environments with **Vagrant**, and config management with **Chef** or **Puppet**.

Experience

Principal

Lee Green Consulting

2014 - Present
Austin, Texas

Provide software architecture / development / optimization services

Senior Software Developer

DecisionGrid

2014
Austin, Texas

- Designed and implemented features and bugfixes at all levels of the web stack, for example:
 - designing table schemas, optimizing indexes
 - customizing existing or building new Rack middleware
 - building new features in a single-page app (SPA) architecture (Rails API, EmberJS frontend)
 - converting existing Rails-driven features into SPA while improving functionality

Senior Software Developer

TouchTunes

2010 - 2014
Montreal, Quebec

- The go-to guy for quick solutions, rapid prototyping, and exploration of new tech:
 - TouchTunes Presents — perform market tests before actual product development
 - Crowd-Sourced DJ, SXSW party — allow attendees to choose the music
 - Real-Time Analytics — evaluate analytics providers before full instrumentation
- Software architect and project lead for multiple 5-6 figure projects, including:
 - TouchTunesTV Canvas — completely customize in-venue messaging, include tweets
 - PhotoBooth — customize app graphics on a per-jukebox basis, add venue logo

- Software architect / lead developer for Barfly digital signage system
- Stepped in to lead the mobile / API team for 4 months, including on-time app launch
- Advocated for improvements to the development process, including Git and Vagrant
- Trained team members and coworkers; gave presentations promoting best practices

Software Developer

Barfly Interactive Networks / TouchTunes

Note: TouchTunes acquired Barfly in September 2008.

2007 - 2010

Austin, Texas

- As engineer #3 of 4, created a digital signage system in less than six months
 - Features included intelligent scheduling and targeting, remote automated system administration, dynamic data-driven media, real-time log delivery and processing
- Designed and implemented self-hosted SMS (text message) application
- Wore all the hats: client, server, databases, web apps, hardware, support in a pinch

QA Engineer (contract)

Pervasive Software

2007

Austin, Texas

- Responsible for manual and automated testing of database client and server software
- Improved testing framework and process, including automation of manual tests
- Developed automated tests using Ant, Perl, and STAF

Software Developer

MixZing

2006 - 2007

Austin, Texas

Software Developer

Steve Madere Consulting

2004 - 2007

Austin, Texas

Education

BS, Computer Engineering at *The University of Texas at Austin*.

2006

- Concentrations: Microprocessor Design, Software Development
- Completed three hours of graduate coursework as part of undergraduate degree