# Lee Green

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## 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**                                                          2014 - Present
*Lee Green Consulting*                                                  Austin, Texas

Provide software architecture / development / optimization services

**Senior Software Developer**                                                    2014
*DecisionGrid*                                                         Austin, Texas

DecisionGrid delivered a web-based SaaS solution which helped investigators organize, analyze, and share their data and conclusions.

I 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**                                              2010 - 2014
*TouchTunes*                                                       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**     2007 – 2010
*Barfly Interactive Networks / TouchTunes*     Austin, Texas
*Note: TouchTunes acquired Barfly in September 2008.*

- 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)**     2007
*Pervasive Software*     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**     2006 – 2007
*MixZing*     Austin, Texas

**Software Developer**     2004 – 2007
*Steve Madere Consulting*     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