Logan Barnett's Résumé

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Job experience

NWEA (2016-current)

- Assessment (2) - Senior engineer spearheading new proctor interface.
  - Built a React-Redux user interface for proctoring (running) student tests. The UI used algebraic data types with Flow.
    * Mocks were kept in sync with the Swagger definitions, and all data was santized at virtually no cost. The UI oftentimes was the insurance that APIs stayed true to their contract.
    * Achieved 100% type coverage, and 350+ acceptance test scenarios.
    * Feature flag system allowed features to be overridden by QA, and turned on at a specific time.
    * Closest application to the organization's ongoing CICD efforts.
    * Worked closely with other teams to ensure smooth cross communication.
- Ongoing company assistance and work on shared projects such as the style guide.
  - Helped with Webpack setup on the style guide.
  - Setup CSS Modules in the style guide, and educated on their usage.
  - Presented Angular-React demo + PR to show we don't need to write shared components for both Angular and React.
- Item Experience - Senior Engineer providing JS+ Angular expertise.
  - Migrated the item editor to Webpack.

- OECD - Senior Engineer serving as Angular and Javascript expertise needed by the team.
  - Migrated the administration portion of the project onto Webpack.
  - Created unit testing pattern that is easier to maintain and author.
  - Helped significantly improve the Protractor.js test stability, including implementing custom waits for CSS animations, and drawing on screenshots as a means of debugging failing tests caused by obscured objects the tests were trying to click on.
  - Created script to serve as a first pass at converting all hard-coded strings inside of Angular templates into i18n version, and storing the English translation with a friendly lookup name.

IT-Motives -> UTi -> DSV (2014-2016)

- Identity Management - Lead engineer on company-wide self-user-management app
  - React + Redux in a functional style, test driven.
  - Webpack, ES6, Browser-sync, CSSModules.
  - Interfaced heavily with Oracle's security stack.
  - Pilot project for React for upgrading legacy projects piecemeal.
- Client Portal - Senior Engineer leading the UI of Client Portal at UTi and providing expertise for AngularJS.
  - Restructured the AngularJS app to take on a larger scale of UI.
  - Implemented caching for values that rarely change.
  - Educated team on quirks of Javascript and AngularJS.
  - Migrated the team to TDD and got the UI up to 100% test coverage.
  - Setup Jenkins for automated CI and test coverage reporting.
  - Setup Cucumber testing to make executable business requirements.

E-Line Media (2013-2014)

- E-Line Publishing Platform - Software Engineer assisting in construction of an MMO game engine
  - Continued support of Atlantis Remixed project from ASU partnership.
  - Implemented a server side game logic editing system for game designers.
  - Implemented dialog system and later extended it to also be a CMS tool.
  - Added JMS interface for server<->server and server<->client communication.
  - Designed and built in-game UI using Angular.JS and fed it data via a socket server.

Arizona State University (2011-2013)

- AtlantisRemixed - Co-lead/senior Developer to make a game series to eventually become an MMO
  - Developed integrated logic system for game designers to code without heavy coding knowledge.
  - Designed build system and significant portions of the patching system.
  - Optimized level loading, character composition, and editing tools all built in Unity using .net.
  - Integrated game with a Ruby on Rails web stack
  - Managed small team of software developers
  - Managed Scrum/Agile process
  - Continued working remotely with team when I moved to Portland.

GoDaddy Inc (2010-2011)

- Hosted Exchange - Providing Exchange as a hosted/shared solution
  - Maintenance and enhancements to a Legacy .net app
  - Extensive work with Powershell to work closely with Exchange 2010
  - Created support tools using MVC3

Integrum Technologies (2009-2010)

- On the Record Sports - Backend to a fantasy sports app that used SportsDB feed
  - Consumed complex JSON services
  - Worked very closely with client as main contact remotely using Skype and company's Scrum/Project tracking software
- 7th Day Adventists - Customizable sites that can display different kinds of content based on extensions installed
  - Worked on a legacy Rails app with thousands of users
  - Improved the existing custom deployment scheme
  - Worked with various users on bugs
- Valley Metro - Public bus schedule system for seeing when/where busses run
  - Imported data from their system using background processes
  - Displayed route info using their CSS and layout
  - Handicap compliance

Happy Camper Studios (2007-2009)

- Skywire Interface - Management and diagnostics for satellite modems.
  - Managed business relationship with client - Radyne (now Comtech).
  - Desktop application with many forms (20+)
  - Utilized SNMP4J to communicate with modems over the SNMP protocol

– Installers written for Windows, Linux, and OSX.
- Claim Tracker - Manages clients and phone script/history for tracking problems with insurance claims
  – Managed with client - New Haven Dental
- JotBot - Happy Camper Studios' product
  – Main contribution was against the export feature (CSV, XML, PDF)

UHaul International (2004-2007)

- Claim Center - Tracked and processed claims (UHaul is self insured)
  – SOAP web services and .net remoting
  – Bridged Java-based system with existing .net infrastructure
- Hitch Central - Ordered new hitches and managed hitch inventory
  – .net desktop client

Proficiencies

- **Javascript** - React, Redux, Three, Angular, Node, ES6, Webpack, Flow, Express, npm
- **.net** - C#, Boo, Unity/Mono, MVC, WCF, NUnit, OData, Powershell
- **Java** - Swing, JAX-RS, JRuby, JUnit, SNMP4J
- **Ruby** - Ruby on Rails, Sinatra, JRuby, Cucumber, RSpec
- **Databases** - MongoDB, MySql, SQL Server, Oracle + PL/SQL
- **Misc** - Jenkins, JIRA, Pivotal Tracker, Trello, git, Perforce, svn, hg, Plastic SCM

Side projects

- **roid-miner** - An editor for a game I'm building using Angular + Three for dynamically generating levels using rapid construction of asteroids and their layouts in a level.
- **iOS** - A probability calculator for Warhammer 40K dice rolls in Swift.
- **Unity** - Writing desktop/mobile games using Mono + C# and Boo.
- **Monkeybars** - MVC desktop GUI framework using JRuby and Swing.
- **Jemini** - 2D game framework for JRuby.
- **Rawr** - App bundler for native OS packages (.app, .exe) for JRuby.
- **Catch-a-Capcha** - Node.js implementation of Pictionary.

Education

- DeVry University, graduated 2004 with BS in Computer Engineering Technology