

Luc Boettner

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The past 2 years, I have worked as Roomdex's first hired engineer, being solely responsible for the company's frontend interface for most of the company's existence. During which I rapidly prototyped production level applications which aided in the sale of the company. I have architected a monorepo structure, which turned into a vast collection of libraries which facilitated the creation and maintenance of additional applications.

Some libraries include among others:

- Full translation system accessible through a simple html attribute.
- Completely customizable branding system
- Auto generated forms from json objects
- Pivot table system to consume various types of data
- Canvas driven charts to display data

Technical Skills:

Backend: NodeJS, Golang, Ruby on Rails, Flask, Django, Apache

Frontend: Angular, Angular Material, Nx, React, raw HTML/CSS/JS

Cloud: Heroku, AWS, DigitalOcean, Firebase

Database: MongoDB (Mongoose, Mongoid, Pymongo), SQL (PostgreSQL, MySQL)

Languages: Typescript/Javascript, C#, Java, Python, Golang, Solidity, Ruby, Dart

Soft Skills:

Communication: conveyed expectations between frontend and backend teams; proposed, negotiated, and formulated solutions to common and intricate problems. Eased tensions by moderating disagreements and initiated a positive, reliable team environment

Problem Solutions: analyzed several problems which were hindering smooth teamwork and established solutions

Multi-Tasking: able to juggle different roles and responsibilities between frontend, backend, and devops

Team-work: adapt easily into existing teams and work flows

Human Languages: English (non-native native), French (fluent), German (fluent)

Experience:

June 2020 - present **Lead Frontend Engineer, Roomdex**

- Rapidly created 3 production quality applications which helped in the sale of the company to webjet 1 and a half years into the creation of the company.
- Interviewed with and on-boarded several ui engineers.
- Created and architected a monorepo consisting of 4 different angular applications with several thousand daily users. Including many libraries to facilitate the creation and expansion of applications without relying on 3rd party libraries.

August 2019 - December 2019 **Backend Lead, Yoke** (industry collaboration)

- Orchestrated backend for a school project which focused on dynamically adjusting insurance prices based on a store's inventory.
- Proactively coordinated with other leads to implement backend and frontend communication.
- Responsible for architecting backend design and implementation:
 - Fetch real-time inventory from POS systems using REST web service
 - Database schema design for interfacing with POS

December 2018 - June 2019 **Teacher Assistant, Make School**

- Helping students through various academic challenges
- Coached and encouraged good coding practices
- Walked students through debugging processes and evaluated progress.