Paul F. Esch-Laurent

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Software engineer based in Minneapolis, MN. Find me on GitHub & LinkedIn too.

EXPERIENCE

Kindly Human | *Software Development Engineer*

MAY 2023 – NOW | REMOTE | EARLY-STAGE PEER SUPPORT PLATFORM STARTUP

- Joined as a full-stack product engineer writing TypeScript (React) and Python as the startup scaled.
- Interviewed candidates during company growth for backend, devops, QA, and product owner roles.
- Developed and documented a workflow for linking a React component library into a Yarn monorepo.
- Fostered engineering culture by adding merge request (MR) templates and advocating for bug bashes.
- Increased team MR velocity & visibility by adding Axolo, a bidirectional GitLab <> Slack integration.

Mattermost | *Software Design Engineer II*

MARCH 2022 – DECEMBER 2022 | REMOTE | OPEN-SOURCE COLLABORATION SOFTWARE STARTUP

- Maintained the open-source project management product Focalboard (TypeScript [React], Go, SCSS).
- Created API endpoints to export history data enabling compliance for highly regulated customers.
- Engaged in code reviews along with supporting community contributions e.g. Hacktoberfest.
- Shipped guest account support and new roles in the RBAC permissions setup for the product.

Target | *Software Engineer*

JULY 2019 – MARCH 2022 | MINNEAPOLIS, MN + REMOTE | FORTUNE 100 U.S. RETAILER

- Worked on three infrastructure teams: databases-as-a-service for internal HQ usage, Kubernetes + Spinnaker deployed across HQ + Stores + DCs, and functions-as-a-service for usage by internal teams.
- Wrote a utility to ingest logs emitted from a React frontend and export them to a log aggregator.
- Paired on Python utility used to warm the Docker registry edge caches for Kubernetes deployments.
- Led creation of a JVM (Micronaut) service to inject Consul & Vault contents into a serverless runtime.
- Split time (~16hr/mo) embedding on a team building a Target-flavored create-react-app boilerplate.

EDUCATION

Michigan Technological University | *B.S. Computer Engineering*

MAY 2019 | HOUGHTON, MI

- VP of Linux / UNIX Users Group and Humane Interface Design Enterprise.
- Core organizer of Michigan Tech's homebrew hackathon: Winter Wonderhack.

WRITING, TECHNICALLY

Making Mermaid Diagrams in Markdown on CSS-Tricks

A how-to article on implementing Mermaid in any Jamstack-y static website.

Blog My thoughts & opinions: published

My personal blog: containing a mix of technical and non-technical life musings. Powered by Blot.

KEY: VALUES

- **Coffee:** yes, please. Preferably a light to medium roast served black. Pour-over, if possible.
- **Learning:** always. Life—both mine and yours—is better when we can better ourselves.
- **Interests**: building a new mechanical keyboard, finding my N=1 bike, and Oxford commas.
- **Buzzwords:** CI/CD, serverless, dogfooding, the Cloud, IoT, devops, *-as-a-service, AI, ML, et al.