

SETH EASTER

Austin, TX

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OBJECTIVE

Experienced full-stack software engineer with a strong analytical mindset and expertise in both front-end and back-end technologies. Passionate about creating efficient, scalable, and user-friendly applications that meet the needs of clients and end-users.

SKILLS

Programming Technologies	JavaScript, TypeScript, C#, Rust, Python, HTML5, CSS, Sass, SQL Node.js, ASP.NET, GraphQL, Docker, SQL Server, Postgres, Git, TeamCity, OctopusDeploy
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EXPERIENCE

Software Engineer MediMobile	July 2019 - Present <i>Austin, TX</i>
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- Designed and implemented a configurable video training system that reduced support workload and seamlessly integrated with the legacy system that came before it.
- Contributed to iterative feature development in a new product that simplifies charge capture for clinicians, focusing on delivering a streamlined and intuitive user interface.
- Developed and deployed tooling to automate and streamline common customer success workflows, reducing manual effort by 50% and improving support efficiency.
- Designed and implemented a reporting dashboard to provide executives with clear visibility of support tickets, enabling data-driven decision-making and improving the overall customer experience.
- Provisioned production infrastructure by setting up VMs, configuring dependencies, and improving deployment workflows, ensuring the stability and scalability of the infrastructure.

PROJECTS

Stutter Designed and implemented a web platform for music producers to collaborate efficiently. Features include storage of audio files, streamlined file sharing, scheduled distribution, and powerful analytics. (TypeScript, React, Node.js, Rust, GraphQL, AWS Lambda, Backblaze B2, Tauri)

Nextit Designed and implemented an alternative web client for Reddit. (TypeScript, React)

FLSkinner Designed and implemented a third party modification for FL Studio that allowed users to define custom UI themes. (C++, Assembly)