




TRAVIS LAWRENCE

Front End Developer

 redundantrobot.com
 github.com/TravisL12
 codepen.io/TravisL12

CONTACT

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San Francisco, CA

EXPERTISE

REACT
TYPESCRIPT / FLOW
REDUX
JEST / ENZYME
REACT TESTING LIBRARY
STYLED COMPONENTS / D3

ADD. SKILLS

WEBPACK
GRAPHQL / MYSQL
RUBY / PHP / PYTHON

EDUCATION

BS Theoretical Physics
Univ. of California at Riverside
1999 - 2004
Riverside, CA

MSc Audio Acoustics
Salford University
2005 - 2007
Manchester, England

Dev Bootcamp
Summer 2013
San Francisco, CA

The rotation of languages and technologies year over year is part of the job, and I'm comfortable knowing that there will be more to come in the years ahead.

EXPERIENCE

Instabase / Sr. Frontend Developer

July 2020 - Current

Front end developer on the Flow team. I lead development on the Flow Review Project which involved a redesign of the interface, performance enhancements, and general improvements. Other projects I was involved in included developing the internal styling framework (Pollen).

Uber / Software Developer

April 2019 - May 2020

I was on the Marketplace Experimentation team and built out their experimentation platform.

Tumblr / Front End Developer

November 2016 - April 2018

I worked on the commenting system (Notes & Activities team) for Tumblr's web platform. During my time a complete re-write of the web client was undertaken and I rebuilt the notes interface in ReactJS and Typescript with 100% test coverage using Enzyme and Jest.

Sincerely Inc. / Full Stack Developer

May 2014 - November 2016

I rewrote Sincerely's internal Admin system as a web client using AngularJS and Grunt. During this time I began working with PHP to build out API endpoints needed for the Admin client to interface with. My backend work also included MySQL database management including writing migrations and querying the database directly. My final project was rebuilding www.sincerely.com as a web client using AngularJS.

ADDITIONAL STUFF

Prior to Web Development I was an acoustic consultant for 6 years in San Francisco. I spent a lot of time measuring noise, crunching data using Excel VBA scripts, and writing reports.