# Andrew Jarrett

Software Engineer · Rails Survivor

linkedin.com/in/ahrjarrett in

github.com/ahrjarrett 🗬

Austin, Texas 💿

### Tech skills



#### Education

| Lambda School                     | 2017-2019 |
|-----------------------------------|-----------|
| Full-Stack Web & Computer Science |           |
| Northwestern University           | 2008-2012 |
| English, Critical Theory          |           |

#### Milestones

| Typelaunch 2019 - FE architect for <u>website builder MVP</u> . 3 devs, 2 mo • React / Express |
|--|
| Backwoods 2019 - Elevating the maps experience for active users  D3 / Google Maps              |
| react-speak 2018  - <u>An HOC for Talking to Your Browser</u> • React / Redux                  |
| polygon  |

## Work history

| Kazoo   | ustin, TX (Remote) |
|---|--------------------|
| Software Engineer II Ma                                   | y 2020 - Feb 2021  |
| - Build & maintain data visualizations across all product |                    |
| dashboards  |                    |
| - Aggregate data from various PostgreSQL & MongoDB        |                    |
| databases using Scala Databricks notebooks & GCP          |                    |
| BigQuery warehouses                                       |                    |
| - Manage team of contractors to delegate & r              | review work        |
| - Work closely with Architecture team to exp              | oose new           |
| measures via GraphQL; deployed `fp-ts` lib                | orary into         |
| production in an effort to improve type safe              | ety                |

| LOU Assistant     | Austin, TX          |
|-------------------|---------------------|
| Software Engineer | Oct 2019 - Mar 2020 |

- Integrate Stripe into our product, write FE & BE tests that make sure it stays there
- Authored LOUtils, a tiny utility library that DRY-ed out our frontend code without destroying it
- Create webpack build for in-house Chrome Extension, extend Redux DevTools to talk to it

| OwnLocal • • • • • • • • • • • • • • • • • • • | ustin, TX (Remote) |
|--|--------------------|
| Software Engineer                              | Apr '18 - Sept '19 |
| Production Team Lead                           | Aug '16 - Apr '18  |

- Frontend Architect for Typelaunch MVP
- Monitor & maintain flagship React/Rails app
- Configure Kubernetes to scale network of 100+ GCP apps to handle product launch
- Write PostgreSQL queries & thin D3 client that enabled sales to track their KPIs in real time