

Andrew Krawchyk

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TECH

- · Current: Ruby, Rails, JavaScript, Vue, Kafka
- Past: Python, Django, Node.js, Express, React, Heroku, AWS (API Gateway, CloudFront, DynamoDB, Lambda, S3)
- Tinkering: Nim, TypeScript, Firebase, Netlify

EXPERIENCE

Optoro 2017–present

Senior Software Engineer

- Delivering successful enterprise solutions on cross-functional agile teams.
 - Define, design, and build core product features for clients including Best Buy, Under Armour, Target, and Lowes.
 - Build data-intensive and API driven applications in a service oriented architecture.
 - Automated <u>BULQ.com</u> auctions saving 8+ hours per week of manual curating.
 - Improved UX by reducing response times for Stock Transfer tool from 20+ seconds to under 3 seconds by restructuring the API.
 - Reduced warehouse receiving costs ~40% per unit by introducing mass receiving and template receiving.
 - Reduced warehouse processing costs by implementing Exceptions Research tool.
- Leading the direction for cross-team front end architecture.
 - Growing adoption of the Vue JS framework by leading knowledge sharing meetings for collaborative learning.
 - Improved cross-project consistency by implementing default organizational best practices for all applications.
 - Reduced front end architecture and build system complexity by migrating to NPM.
- Mentoring summer developers (x2).
 - Working with interns throughout the summer to ramp up their skills to become self-reliant and independent contributors.

 Influencing the direction of the mentorship program in the Tech Mentors committee.

iStrategyLabs 2014–2017

Senior Web Developer

- Led a team of front end developers including code reviews, mentoring, and technical direction for projects and tooling.
- Interfaced with client stakeholders to determine requirements, estimates, and priorities for tasks.
- Wrote code and consulted for client Django and JS projects, collaborated with UX designers to build features.
- Worked with directors to screen candidates and interview and hire new teammates.
- Notable projects: Volkswagen Rival Road game (<u>Phaser.io</u>), Luden's Beatbox (React, Webpack), <u>ServiceYear.org</u> (Django, Backbone), P.A.W. dog tracker (Raspberry Pi w/BTLE, Node.js, Redis), <u>FOSI.org</u> (Django).

General Assembly

2014-2016

Front End Web Development (FEWD) Instructor

- Lead instructor for FEWD 5 & 18, taught web development basics in HTML, CSS, and JS.
- Professional JavaScript workshop instructor, taught applied JS with jQuery and AngularJS.
- TA for FEWD 17, met with students outside of class for tutoring and mentoring.

EXTRAS

- Vue Conf 2019 speaker watch the talk
- AddThis web performance webinar watch the presentation
- CodePen DC: Web Audio: Basics to Beats <u>slides</u>
- Refresh DC: Performance and the Pursuit of Butter <u>slides</u>

EDUCATION

Denison University

2007-2011

• B.S., Computer Science