

SENIOR DEVELOPER

Goals

Build bad ass products that help people solve problems. Work with a highly collaborative team of passionate individuals to build those products. Always learn.

What I'm into right now: React, Node, TDD, functional programming and build-measure-learn feedback cycles.

Skills	Continuous	Delivers Results	Creative Problem
	Improvement	Experienced in	Solving
	Dedicated to learning and assuming that there is always a way to improve my skills and process.	maintaining focus on critical results needed to move company closer to objective.	Proven ability to creatively solve problems whether designing, debugging or optimizing.

Technical

Javascript / Node	React / Redux	TDD
Ruby / Rails	HTML5 / CSS3 / Flexbox	OS X / Linux
Objective-C / iOS	Mobile-First Design	Docker

Experience

Blackbird Studios CTO & Partner

2016 - Present

Work with clients to deliver amazing products. Having fun building a world-class team of developers who are as good at thinking about product as they are crafting code.

98point6

Software Development Engineer

2015 -

Rapidly developed multiple hybrid client-side React applications and supporting APIs to enable market validation for stealth mode health care technology startup. Helped team successfully raise series A financing.

Substantial Lead Developer

2011 - 2015

Lead teams building software products across a wide variety of industries and technology stacks. Developed beautiful UIs and efficient APIs all in the same day. Worked collaboratively with multi-disciplinary teams to find novel solutions for tricky problems. Helped clients rapidly move products from inception to full market adoption. Challenged teams to focus on learning and mentoring as primary objectives.

GridPoint, Inc. Software Developer

2009 - 2011

Developed full stack smart grid products focusing on wind power and electric vehicle charging, built using Java server technologies. Delivered dev-ops automation system with Rails, allowing for quick provisioning of new production environments.

Impinj, Inc. Digital Design Engineer

2006 - 2009

Created digital control circuitry for non-volatile memory integrated circuits (e.g. flash drives and RFID). Developed design automation system and verification tools in Ruby. Worked with entire design team to successfully develop three new product lines, while participating in over 14 projects in a variety of roles, including Lead Digital Designer.

Education

University of Washington Bachelor in Computer Science and Engineering

2001 - 2006

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