

Austin Buckler

Senior Software Engineer

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SUMMARY

I got into programming at the age of 12, as an extension of my creative endeavours. I was largely influenced by MMORPGs at the time, and delved deeper into reverse-engineering their game clients and went as far as creating my own game-servers that communicated with the reverse-engineered clients. Years later, I find myself enamoured with building products that both businesses and consumers love.

EXPERIENCE

Sr. Frontend Engineer, Taloflow Inc. — March 2021–August 2023

- Implemented a real-time collaborative text editor utilizing CRDTs/YJS and GraphQL.
- Created and maintained frontend architecture through 2 Pivots using Next.JS, TailwindCSS and Relay/GraphQL.
- Influenced and implemented current design system. Utilizing TailwindCSS design tokens and plugin system to the fullest extent.
- Introduced analytics layer that enabled tracking and monitoring of user behaviour which further tightened the feedback loop of product design and product flow.

Sr. Full Stack Engineer, Coastline Market — August 2019–August 2020

- Created a reusable and self-documenting Design System that is used throughout internal and external products.
- Implemented continuous integration for E2E and unit testing suites utilizing GitHub Actions.
- Lead engineering efforts with an emphasis on leveraging functional paradigms in React and NodeJS.

Sr. Frontend Engineer, Grow. Technologies — September 2017–May 2019

- Migrated localization from build-time to a hybrid of build-time and runtime allowing for customers to easily update and add languages without requiring redeployment.
- On-boarded Junior and Coop engineers with the goal of getting them comfortable enough to make contributions to the codebase within the first week.
- Introduced a robust feature-flagging system that allowed frontend to continuously ship, and allowed QA to test new features on an instanced basis.
- Designed architecture that allows for tenant-agnostic feature development and customization.

Technical Founder, VanCity Drinks — May 2016–December 2018

- Sold in 2018, to a local media company in Vancouver, BC.
- Worked with various venues to create an "ad-integrated" experience that complimented the user discovery journey.
- Created a curated "Spotify"-like experience that catalogued the happy hour and daily drink special of every bar and restaurant in Vancouver, BC.
- Constructed a monetization strategy for the long-term sustainability of the application.
- Created an iOS application using Swift, used by 500+ MAU on the App Store.
- Built a polling/voting system used for a summer-long social media event, used by thousands of DAU's.

Frontend Engineer, Mintent — July 2016–August 2017

- Refactored frontend codebase from RequireJS to ES6 with transpilation using Babel and Webpack.
- Implemented React in a mature codebase, and provided a documented path towards utilizing the language going forward.
- Created a component/ui kit in order to promote code reuse and decrease repetitiveness, leading to faster feature deployments and less bugs.
- Continuously removed accumulated tech debt that had been in the product for a substantial amount of time, improving engineer productivity, and speed.
- Used AGILE & SCRUM to create user stories, describing use-cases that a feature should cover.

Freelance — May 2015–July 2016

- Worked with an agency to create a platform that assisted immigrants moving to Canada integrate into the community and learn english skills. Utilized SASS, and JavaScript for the user-facing application that integrated with a Joomla backend.

HTML500 Mentor — January 2015

- Introduced a group of 10 people into coding and coached them through creating both a company website, and a personal website.

EDUCATION

Art Institute of Vancouver, Web Design and Interactive Media — Diploma, 2015

- Won "Best in Show" Award for Design and Innovation

REFERENCES AVAILABLE UPON REQUEST