

Brandon Blaylock

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WORK EXPERIENCE

Quick Quack Car Wash

Software Engineer

May 2020 - August 2021

Interviewed, onboarded, and trained multiple engineers. **Planned** and **led** several greenfield projects and rewrites into production, including automating physical gates and sales using license plate recognition. Introduced **living documentation** and **automated testing** to all products.

Ntersol

Senior Frontend Engineer

July 2019 - December 2019

Implemented **functional programming** paradigms in **Angular**. Defined and implemented standard practices for **api integration**, **ui structure**, and **semantic component design**. Created code generators for **api validation**, **error handling**, **logging**, and **caching** in frontend applications.

Lodasoft

Senior Software Engineer

July 2018 - July 2019

Designed and built highly dynamic **white labelled** web portals for loan agents and borrowers to manage document submission and validation. Implemented **batched logging** from the front end, a front end **monorepo**, and **application documentation** practices.

Loan Depot

Senior Software Engineer

January 2018 - July 2018

Built the highest traffic customer portal application in **Angular** along with two other production applications. Documented and implemented **best practices** for front end engineering to enable better **code sharing**, **small compilation** bundles, and **robust coding standards**.

Voxology

Software Engineer

May 2017 - Dec 2017

Frontend and middleware software engineer. Built applications using **AngularJS**, **Angular**, **Typescript**, **Ngrx**, **Nodejs**, **Express**, **rxjs**, and a large collection of open source libraries. I also collaborated with the IT team towards implementing **containerization** and starting a migration to **Kubernetes**. I established Angular standard practices including **reactive forms design**, **component encapsulation**, **templatzation**, and **project architecture**.

Shoutpoint

Systems Administrator

Sept 2013 - Dec 2015

Designed and maintained infrastructure. Developed internal IT tooling (**Bash**, **Node.js**, **Xen** automation). Used **Ansible**, **Ansible Playbooks**, and **Custom Ansible Modules** to deploy vms and internal applications. Built tooling to manage **yum** and **apt** repositories and deployment of Puppet manifests. Worked heavily with **Puppet**, specifically to manage **DNS** and **NTP** servers.

SUMMARY

I am a software engineer with experience troubleshooting bare metal, tracking down network and protocol gremlins, writing full featured css libraries, and most things between. I'm language and tech stack agnostic with the exception that I dislike bloat, opaque systems, and esoteric processes. My favorite things in a job are complex problems, understandable solutions, and good people.

SOFTWARE SKILLS

EXCELLENT	Javascript, TypeScript, Go, Bash, Deno, Node.js, Angular, Ngrx, React, Redux, SmartOS, macOS, Linux, Windows
INTERMEDIATE	Nix, Docker, Kubernetes, Python, Rust, MySQL, dtrace, Redis, Apache, \LaTeX , \TeX
BASIC	Photoshop, SolidWorks

HARDWARE SKILLS

EXCELLENT	x86, Serial Connection Pinouts, Apple Hardware, Data Center Design, Fiber and Copper cabling, Teensy 2.0, Beaglebone Black
INTERMEDIATE	CHIP, Teensy 3.2

PUBLIC PROJECTS

@nll/fun

github.com/nullpub/fun

Ongoing

A utility library for writing functional style code in TypeScript for the Deno runtime. Wide ranging and well tested.

@nll/datum

github.com/nullpub/datum

Recent

An abstract data type in the style of fp-ts. It represents the Option (or Maybe) type with the added cross product of a pending state.

Bee

github.com/baetheus/bee

Recent

A long lived clone of the New York Times Spelling Bee game.

EDUCATION

Bachelors of Science in Mathematics

University of California, Irvine

2014 - 2017

Incomplete My focus is in pure math with particular attention paid to Abstract Algebra and Galois Theory.