

Graham Batzler

Software Architect and Engineering Leader

Enthusiastic and communicative engineer, mentor, and leader with over a decade of experience understanding and solving business problems with software. Purpose-driven and passionate about using technology to improve lives and outcomes.

Curious by nature, cross-functional by habit, growth-oriented by choice.

Selected Experience

Mar 2023 ↳ present	Principal Software Engineer Hearst Marketplaces <i>Seattle, WA</i> Architected a scalable multi-tenant ecommerce ecosystem to power diverse marketplace experiences for established brands. Improved hiring processes and built a high-performing team of 6 full-stack and frontend engineers to launch reliably and repeatably. Accelerated timelines and boosted team knowledge by building software delivery and observability infrastructure, reverse-engineering undocumented functionality, and serving as SME and mentor across a broad set of in-house and vendor systems.
Jul 2020 ↳ Nov 2022	Lead Software Engineer The Pro's Closet <i>Louisville, CO</i> Architected, built, and maintained ecommerce systems for internal and customer-facing use, working closely with Product, Design, and business stakeholders to solve problems with software. Served as Front-End Architect and Node.js SME while managing direct reports and mentoring engineers of all skill levels across the stack. Contributed to department-level engineering standards, SDLC process, interviewing guidelines, and platform improvements.
Mar 2020 ↳ Jul 2020	Senior Software Engineer Blueprint <i>Denver, CO</i> Established robust unit and integration testing for legacy and greenfield systems. Refactored legacy systems into modern distributed scalable services. Mentored junior developers and participated in SRE and site architecture discussions.
Jan 2019 ↳ present	Solo Multimedia Developer grahammakes <i>Denver, CO</i> Creative and technical execution of various multimedia projects including design, development, and SEO for local businesses, audio engineering and music production for commercial release, and creation of freeware utilities.
Aug 2015 ↳ Aug 2018	Front End Engineer 1stdibs <i>Manhattan, NY</i> Maintained and improved enterprise ecommerce systems, with a focus on 1stdibs' B2C messaging platform. Redesigned, refactored, and modernized legacy apps in React; built a new multi-param search and filtering experience around Apache Solr.
Aug 2013 ↳ Jun 2015	Game Developer Little Bird Games <i>Philadelphia, PA</i> Developed web-native educational games using HTML5 Canvas + Audio APIs, including a PTSD detection training tool used by the American Nursing Association and ADHD therapy games for use in clinical trials at Duke.
Jun 2011 ↳ Jun 2015	IT Manager Penn Residential Computing <i>Philadelphia, PA</i> Managed a team of ten Jr. + Sr. IT support staff, including scheduling and operations responsibilities. Provided hardware and software support, diagnosis, and repair on escalated cases.

Contact

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LinkedIn
[linkedin.com/in/graham-batzler](https://www.linkedin.com/in/graham-batzler)

GitHub
github.com/batzlerg

Skills

Software Architecture
Web Performance and SRE
Team Leadership
Project Management
Agile Software Development
Constraint-Based Problem Solving
Written and Verbal Communication

Software

ESNext, TypeScript, React, Node
Python, Flask, PyTorch
PHP, CodeIgniter
AWS, Terraform, Github Actions
Next, Hydrogen, Gatsby, CMS + JAMStack
Webpack, Babel, Vite, Rollup
SQL, Bash, Cron, REST, GraphQL
Jest, Playwright, Cypress, Karma, Mocha

Interests

Botany + Ecology + Outdoorsmanship
Urbanism + Land Use + City Planning
Generative AI + Edge Computing
Hardware Hacking + Mechatronics
Music Production + Performance

Education

University of Pennsylvania

Graduated summa cum laude with a degree in *Science, Technology, and Society* and a specialty in Information Technology and Organizations; researched the social and economic patterns and impacts of large-scale technical systems.