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 | *Seattle, WA*

Lead architect and engineer for Hearst Magazines' Consumer Commerce division.

- Architecting a scalable commerce platform for diverse established brands
- Building excellent, high-converting marketplace customer experiences
- Hiring and mentoring a team of efficient, humble, talented people

Jul 2020
↳ Nov 2022

Lead Software Engineer

The Pro's Closet | *Louisville, CO*

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

Bluprint | *Denver, CO*

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 | *Denver, CO*

Designed and executed multimedia projects, including visual brand + development + SEO for local businesses, audio engineering and music production for commercial release, and creation of freeware and open source utilities.

Aug 2015
↳ Aug 2018

Front End Engineer

1stdibs | *Manhattan, NY*

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 | *Philadelphia, PA*

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 Residental Computing | *Philadelphia, PA*

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

Email
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LinkedIn
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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

Hiking + Camping
Botany + Ecology
Urbanism + Land Use + City Planning
AI Art Generation + Machine Learning
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.