Jeffrey Auriemma

Software Engineer && Manager

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⌗ bignimbus

My coworkers would describe me as outgoing, personable and passionate. In the planning process, I try to be a part of product decision-making early to get a handle on the business case for the feature. This helps me deliver software that has the highest impact at the lowest cost possible, anywhere on the stack. While crafting software, I often refer to prior art when justifying design choices.

As a former teacher and musician, I know how important communication, defined roles, and creativity are to the success of the team. I've managed a small engineering team successfully using these principles. An ideal position would combine IC and leadership responsibilities.

SKILLS

Leadership

public speaking   teaching

onboarding   hiring

technical planning   agile

performance rubrics   tdd

one-on-ones

technical writing

UI development

javascript   typescript

html 5   css + preprocessors

react   web audio api

media streams   angular.js

jquery

css/svg/smil animations

Backend development

ruby on rails   postgresql

elasticsearch   graphql

socket.io   node.js   webrtc

webpack   google cloud

Web platform

accessibility

internationalization

dev tools   responsive design

performance tuning

browser compatibility

observability

WORK EXPERIENCE

Senior Software Engineer, Tech Lead, Intern Manager at Handshake   *August 2019 - Current*

- Deliver production code and architecture/implementation plans for user-facing features using PostgreSQL, ElasticSearch, Google Cloud, Ruby on Rails, GraphQL, TypeScript, and React for a product with over 30 million users

- Serve as the full-stack web engineering Tech Lead on the Student Relationships squad since November, 2020. My responsibilities include being the liaison between our squad's engineers and the greater engineering organization to ensure alignment on broad technical initiatives; project management; onboarding new engineers; working with product and design to manage scope and discover opportunities for trade-offs and enhancements; reviewing production code; contributing individually to production code where uncertainty and impact are high; prototyping

- Successfully launched high-impact features to production: student referral programs, UK launch, the scheduling portion of our Virtual Fairs project, self-identification of gender & pronouns in the candidate-facing product, redesigns of student-facing recruiter/ambassador profiles, and Virtual Info Chats

- As an intern manager in each of the past two summers, I onboarded, mentored, evaluated, and supported a full-stack web software engineering intern

- Serve as a leader in our on-call teams, responsible for ensuring prompt resolution of production incidents at all hours. In the rollout of team-specific on-call rotations, I planned and gave two training sessions for a group of 7 engineers. I have also served as a primary on-call engineer (first responder) and secondary on-call engineer (responsible for supporting and guiding primaries, handles escalated incidents)

- Design and document Ruby and TypeScript architecture for text translations and date/time formatting to support international expansion on a fixed timeline

- Give talks on software topics for engineering, design, and product peers

- Conceptualized and implemented an initiative to audit, organize, modularize, modernize, and trim third-party dependencies scattered throughout a mature codebase. Early interventions were measured via A/B tests and the results indicate 70-200ms improvements in time-to-interactive across all users

- Create dashboards, automated monitors, and visualizations using Datadog and Looker to measure impact of product features, A/B tests (via LaunchDarkly), and technical initiatives

- Promoted to Level 6 in June, 2021

Senior Engineer && Manager at Visibly (formerly Opternative)   *January 2019 - August 2019*

- Manage software engineer evaluations, compensation packages, and professional development for a small team while making daily contributions to production code

- Responsible for technical implementation of projects: empower direct reports to take on user stories with autonomy that play to their strengths and foster new skills where possible, make key technical contributions where appropriate, and meet key

timelines in close coordination with stakeholders

- Overhaul software engineering recruitment and interview process
- Work closely with product owners, designers, and project managers to identify key decision-making criteria, including long-term app architecture implications, precise estimates, and domain knowledge-related nuances
- Lead biweekly sprint retrospective for all engineering and product personnel focusing on continuous improvement of process and product
- Completed courses for ISO 13485:2016, FDA QSRs, and EU MDD

Senior Software Engineer at Visibly (formerly Opternative)   *January 2018 - January 2019*

- Key contributor and innovator to the development of "Single Device Over Refraction," the first-ever application of pure HTML5 technology to create a 100% voice user interface on the web available to the public
- Create, evangelize, and mantain modern front-end architecture for various production features and applications
- Rapidly prototype cutting-edge user interfaces early in a product's lifecycle to ensure designers and other stakeholders can agree on a consistent vision that takes full advantage of the web browser's capabilities
- Advise other engineers on database schema and data modeling best practices
- Contribute to candidate interviews, colleague evaluations, and personnel decision-making
- Overhaul team metrics gathering by collecting and gathering qualitative and quantitative information pertaining to the software engineering process
- Mentor and teach teammates through one-on-one sessions and group lunch-and-learns on a variety of software development best practices, with an emphasis on front-end development techniques
- Contribute patches to under-maintained open-source projects to drive company initiatives forward without having to reinvent the wheel (and improving company visibility to the developer community)
- Drive revenue by mining production data and third-party analytics services to identify opportunities and implement solutions to improve outcomes for users
- Facilitate international expansion by coordinating technical management of static assets and translation dictionaries for English, Spanish, and German
- Contribute and sign off on comprehensive technical documentation for the FDA de novo medical device application process

Software Engineer at Visibly (formerly Opternative)   *August 2015 - January 2018*

- Pushed and empowered teammates to incorporate principles in the Agile Manifesto in different aspects of the software development lifecycle
- Proactively improved low-level code quality and consistency by implementing git hooks, linters, and documentation for Ruby, JavaScript, and CSS/Sass/SCSS
- As the first remote-only employee, established a model for effective off-site collaboration within the engineering team and throughout the rest of the company
- Designed, developed, and deployed the first iteration of the company's Engineering Blog (currently offline, version 2 coming soon)
- Audited entire marketing site for accessiblity issues, reported findings to the team, created user stories for actionable items, and executed those items to ensure compliance and broad usability
- Quarterbacked transition from Angular 1.2 + Sprokets to React + Babel + Webpack and other modern UI development best practices
- Planned and taught a biweekly "learn to code" course for non-engineering colleagues
- Generate technical specifications, detailed implementation plans, user stories, and estimates for large units of work
- Created the company's first live style guide to facilitate higher-quality design-developer interactions, code reuse, and UI consistency

Junior Front End Developer at Discovery Education   *July 2014 - July 2015*

- Developed prototype and production code for a distributed, infographic-heavy data visualization feature
- Conceived, built, and deployed a "Styleguide as a Service" for bootstrapping new applications and rapid prototyping with a small team of designers and developers
- Develop and maintain features and unit tests in a variety of education webapps using Backbone, Marionette, and ColdFusion
- Improved software development speeds by identifying areas of high technical debt and refactoring those to comply with team norms and best practices

EDUCATION

Bachelor of Music at The College of New Jersey (Ewing, NJ)
- Current

music education   magna cum laude