

# Jeffrey Auriemma

## Web Developer and Leader

Harrisburg, Pennsylvania

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bignimbus

My coworkers would describe me as outgoing, personable and passionate about user interfaces. Developing software is hard and expensive, but conversation is easy and cheap. In the planning process, I try to be a part of the conversation 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. As a former teacher and musician, I know how important communication and creativity are to the success of the team. An ideal role would put me in a position to mentor, manage, and recruit teammates while shipping features to production.

### SKILLS

#### Leadership

public speaking training  
removing bias from hiring process  
software fundamentals  
agile performance rubrics  
tdd

#### UI development

javascript html 5 es6+  
react web audio api  
media streams jest  
jasmine angular.js jquery  
sass less stylus  
css/svg/smil animations  
bem

#### Server development

node.js express ruby  
rails rspec postgresql  
graphql socket.io webrtc  
webpack babel

#### Web platform

accessibility  
internationalization  
dev tools  
responsive design  
performance optimization  
browser compatibility

### WORK EXPERIENCE

#### Senior Software Engineer at Opternative

<https://opternative.com>

*January 2018 - Current*

- 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 maintain 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

#### Software Engineer at 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 Opternative Engineering Blog (currently offline, version 2 coming soon)
- Audited entire marketing site for accessibility 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  
<https://discoveryeducation.com>

***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

**Music Teacher; Arts Liaison** at Chicago Public Schools

***August 2012 - June 2014***

**Music Teacher** at South Brunswick Public Schools

***August 2008 - June 2012***

## EDUCATION

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**Bachelor of Music** at The College of New Jersey (Ewing, NJ)  
**2004 - 2008**

music education

magna cum laude