

Jeffrey Auriemma

Web Developer and Leader

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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

Engineering 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 + Sprockets 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

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

magna cum laude