

Billy Littlefield

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[github](#) / [linkedin](#) / [portfolio](#)

Experience

Addepar January 2016 - November 2018

Software Engineer, Senior Software Engineer

- Senior product engineering owner for 6 tools (Report Editor, Report Generation, Client Portal, Portal Manager, File Manager, Charts)
 - Ownership spanned from client (Ember.js) through API Server (Java)
- Primary engineering point of contact for mobile contractor development
 - Created extensive API documentation and provided regular technical input to keep external developers unblocked from mobile kick-off through beta
- Led development for multiple large features & projects, including:
 - Reusable multiselect component (front-end)
 - Stacked time-series charts (full-stack)
 - OAuth 2.0 authentication system (back-end)
 - Client Portal greenfield redesign (full-stack)
- Implemented multiple client-side performance improvements to reduce TTFI & heap size, including collapsible pages and conditional iframe replacement
- Mentored junior engineers on project planning, feature development, efficient troubleshooting, and engineering best practices

Intel

July 2013 - August 2015

Process Engineer

- Troubleshoot non-standard silicon wafer processing for >100 dry etch chambers and implemented preventative & reactive maintenance plans accordingly
- Led tool qualification process of dry etch chambers for 14nm process technology

Projects

Morado

January 2019 - current / [github](#)

Online multiplayer implementation of tile-laying board game

- Utilizes websockets and turn persistence for both live and async online play
- Shared reducers across client and server for predictable & optimistic state updates
- Built with React, Redux, Tether, Express, Socket.IO, Knex (with MySQL)

Addebeats

August 2016 / [github](#) / [live](#)

Audio sequencer & soundboard

- Allows users to create beat loops with up to 12 customizable audio layers
- Built with Ember and HTML5 audio objects

Dragon Pop

November 2015 / [github](#) / [live](#)

Arcade-style wave defense game

- Implements sprite animations and sound effects for dynamic gameplay
- Built with vanilla JavaScript, HTML5 canvas & audio objects

Tools

Languages	Javascript (ES6+), HTML, CSS, SQL, Java (familiar)
JS Libraries	React, Ember, Node, jQuery, Redux, Socket.IO, QUnit, D3, Moment, Knex
Miscellaneous	Git, Postman, HTML Canvas, OAuth, Webpack, Agile

Education

Carnegie Mellon University

2009 - 2013

B.S. in Materials Science & Engineering
Double Major in Biomedical Engineering
GPA: 3.86 / 4.00