Baylee Schmeisser

mxbaylee@gmail.com
github.com/bayleedev
baylee.dev
503-333-5290
Pronouns: they/them/theirs

TECHNICAL EXPERIENCE

Lead Software Engineer - Newsela - June 2021 to April 2022

Tech Stack: DGraph, Python/Django, TypeScript and MySQL.

I work closely to empower team members in their abilities. Implemented best practices, code review processes, and training workshops. Empowered engineers to do project planning by going over breakdown strategies. This resulted in two engineers on my team being leveled up, and the creation of a Testing Guild which enabled developers to have the best tools to do their work efficiently.

Created robust interfaces between multiple systems to enable smoother data flow and minimize errors. This resulted in a single canonical owner of tagging data, faster content creation for staff, and accurate results for customers.

Senior Software Engineer - Dutchie - July 2019 to May 2021

Coordinated a Ruby on Rails upgrade on a mono-repo with multiple teams, this resulted in faster response times and decreased CPU as well as patching risky security vulnerabilities. Created internal SLO marks for regular framework upgrades. Embedded with the frontend team, Flutter mobile team and backend team to implement cross platform solutions.

Revamped the reliability and alerting of the core infrastructure to prevent unnecessary pages and filling in gaps so we could discover issues before our customers. Created an ongoing Risk Matrix meeting with engineers to voice and lift up concerns about safety and security of the software and creating SLO's to better inform decision makers about the risks involved. Reduced pager volume by fixing multi-project reliability and data transfer issues, resulting in more consistent experiences for customers.

Upgraded a sensitive data transfer system that no longer requires engineering intervention while maintaining sensitive data with SOC2 compliance and creating a 4/5th reduction in the time it took to complete a previously multi-hour process.

Senior Software Engineer - New Relic - February 2016 to July 2019

Worked as an SRE to create solutions to track reliability metrics against the objectives agreed upon by the team. Implemented process changes to include regular permission audits, runbooks for all alerts, risk matrix reviews, and OKR's to inform prioritization.

Worked as a full stack engineer in the Browser Product, this included shipping the JavaScript agent to run on millions of websites, building the React UI to visualize performance metrics, and scaling the Java/Kafka/Cassandra backend to handle 25 million requests a minute.

Coached developers and participated in the internal community. Leading workshops to teach advanced JavaScript concepts to engineers, hosted lunches for the internal "Engineering Curious" program, and curated book clubs to improve communication skills.

Senior Software Engineer; Contractor - DAT Solutions - May 2015 to January 2016
Improved a SaaS application using front-end Angular, with continuous integration using technologies including Jasmine, Protractor, and TeamCity.

Further developed the quality of the project by refining code review processes, creating a continual pairing workflow, and improving deployments with Ansible.

Senior Software Engineer - MDx Medical - May 2012 to April 2015
Served the lead role in the creation and maintenance of a web application which received over 19 million pageviews a month. Implemented a new deployment process for the applications that made it fast, reliable, and accessible to all team members.

Software Engineer - Skynet Solutions Inc - November 2010 to April 2012
Lead programming tasks and projects through implementation including enhancements, maintenance, and support for client's applications and interfaces.

Application Developer - Online MedSource - June 2009 to July 2010
Created new procedures for easier additions to the current medical records form building software.

Technical Intern - Mabee Center - August 2008 to May 2009
Developed and refactored production applications which resulted in ~200ms faster load times.

OPEN-SOURCE PROJECTS

I Need Empathy

github.com/itsybits-xyz/ineedempathy

An online card game built using React (TypeScript) and FastAPI (Python) using WebSockets to support multiple players to collaborate on deck building, with the emphasis on a deeper connection and understanding those you are playing with.

Zazu 2100 ★

github.com/bayleeadamoss/zazu

A fully extensible and open source launcher for hackers, creators, and dabblers. It comes with intentional defaults to make it useful out of the box. But everything can be changed to fit your needs. Don't let others tell you the best way to be productive, configure it to be perfect for you.

Dotties Core

github.com/bayleeadamoss/dotties-core

A dotfile manager that works in a distributed and extensible way, utilizing GitHub for package hosting. Dotties' continues to be a creative way to allow sharing of components, allows fast setup of machines, and improves developer happiness.