Brenten Lovato

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TECHNICAL SKILLS

- **Proficient:** JavaScript, TypeScript, React, Redux, MobX, GraphQL, Electron, Node.js, Express, MongoDB, Ruby, Rails, SQL, PostgreSQL, Bash, Git, Heroku, Webpack, HTML5, CSS3, SassCSS, LessCSS, styled-components, Jest, StorybookUI, Functional Programming, Object Oriented Programming, Database Design, Test Driven Development
- **Exposure:** Meteor, Java, Python, Jupyter, Clojure, React Native, Firebase, Mocha

WORK EXPERIENCE

Autodesk | Principal Software Engineer | San Francisco, CA   March 2021 - March 2025
- Developed and maintained a shared component library from the ground up that improved visual consistency and increased developer velocity across the Autodesk Construction Services organization.
- Drove adoption of the component library and best practices by becoming a respected leader within the front end ecosystem.

Mosaic Building Group | Software Engineer | San Francisco, CA   August 2019 - January 2021
- Created a rule based modeling system for generating the wood frame construction of a building using NodeJS leading to improved construction framing time by 15%.
- Created native desktop app for windows and mac for construction experts to generate worksheets for the field using Electron, React and Webpack leading to improved construction framing time by 15%.
- Created proof of concept application for our internal construction management processes using NodeJS, React, and Sass leading to an educated evaluation of usability and feasibility.
- Created a scraper application to access and structure disparate city inspection records using Ruby on Rails with a PostgreSQL database leading to the accumulation of over 10,000 records, which aided in defining an important company level metric of industry averages of construction time.

CoverHound | Software Engineer | San Francisco, CA   April 2018 - August 2019
- Built a new production application for the cyber insurance product line from scratch using Ruby on Rails, React, and Sass, which led to a successful acquisition by Brown & Brown, Inc. in 2020.
- Created various animated UI components with optimized rendering on the main pages of the application using React and Sass leading to flawless, 60 frame per second, animations.
- Created backend integrations with 3rd party insurance agency API's using Ruby on Rails and PostgreSQL leading to a baseline net promoter score of 82.
- Implemented event tracking throughout our user facing product using Javascript, Mixpanel, and Google Analytics leading to visibility of user dropoff and pages with friction.

Shop.co | Software Engineer | San Francisco, CA   May 2016 - April 2018
- Built a user facing, production, front end application from scratch using Meteor, React, and Less, which was successfully acquired by Klarna in 2018.
- Built a production browser extension for Safari, Chrome, and Firefox that integrated with our main product using Javascript leading to a seamless and native feeling user experience from start to finish.
- Created a native mobile app to mirror the main web application using Javascript, React Native, and LessCSS, leading to a working MVP to demonstrate flow and to gather market traction.

EDUCATION

B.A. Geography emphasis in Information Systems, *San Francisco State University*   May 2016

AWARDS

Engineer of the Year, *CoverHound*   2018