# Brian Gates

## Staff Software Engineer

### Contact Information

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### Summary

Building mission critical software and tools with web technologies since 2006.

### Skills

**Expert:** TypeScript, React, JavaScript, CSS, HTML, Node.js, RESTful APIs, Git, UI, UX, A11y, Express, CI/CD, Next.js

**Intermediate:** C#, C++, Electron, GraphQL, MySQL, Neo4j, Nest.js, OAuth, PHP, PostgreSQL, Python

### Experience

**Yardzen - Staff Software Engineer**

*March 2024 – present*

• Led the replatforming from WordPress to Next.js, integrated Contentful for seamless content updates, and developed key marketing projects, contributing to significant user engagement and conversion rates

• Replatformed from slow WordPress to blazing-fast Next.js, deploying on CloudRun via GitHub Actions and Nx

• Integrated Contentful, enabling non-engineering teams to create and update pages independently, reducing the release cycle from weeks to hours

• Developed Lowe's Partnership page for a 750k email blast campaign, resulting in 3.6k visitors and 109 add-to-carts in two weeks

• Created Contractor Connect marketing funnel, generating 200 leads and a 9% conversion rate in the first month

• Established a Design System with design and marketing, including Iconography and Colors pages, leading to a more consistent user experience

• Created a Storybook for documenting implemented components, leading to increased re-use by Product and Design teams

• Ensured accessibility compliance by implementing best practices and adhering to WCAG guidelines

• Trained junior team members and created extensive documentation for knowledge transfer

**Hadrian - Senior Software Engineer**

*Oct 2023 – Feb 2024*

• Helped build and release version two of Hadrian's internal workflow management software that guides all aspects of the factory's execution to build high precision parts for aerospace and aeronautics

• Built visual Node-based workflow editor with Xyflow (formerly React Flow)

• Crafted responsive UIs from Figma designs in Next.js/React with TailwindCSS, Radix, and ShadUI

• Created type-safe forms with helpful validations using Zod, React-hook-forms, and TypeScript

• Ensured system observability by working with infrastructure team to integrate Next.js and Datadog for visibility into spans, traces, errors, logs, and session replays

• Collaborated with backend teams to negotiate API endpoints' proto specifications

• Gathered feedback from users to implement features and improvements

**Dollar Shave Club - Software Engineering Manager**

*Feb 2020 - April 2023*

• Reduced average time to response from weeks to hours by implementing a new engineering incident response process

• Reduced average number of errors per session by 75% by improving observability tooling and triage process

• Onboarded and offboarded third party engineering teams, established new processes and team structures to facilitate productive collaboration

• Interviewed, hired, and onboarded new engineers

• Held regular one on ones with engineers to discuss goals, growth, and career advancement

• Oversaw migration of site to a new platform, reducing engineering overhead and total staff count

• Orchestrated holiday events, parties, and game nights to boost morale. Two time winner of Top Tacos award for keeping it fun

• Mentored engineers with regular code pairings and learning activities

**Dollar Shave Club - Senior Software Engineer**

*Feb 2018 - Feb 2020*

• Worked with the Frontend team to upgrade the site experience to the latest Web Content Accessibility Guidelines standards

• Worked with the Data team to ensure functional business analytics and reporting

• Ran A/B tests to measure the impact of UX changes

• Maintained and added features to internal tooling

• Rebuilt checkout experience from JavaScript to TypeScript and 0 to 100% test coverage

• Paired with Backend team engineers to discuss API changes

• Partnered with design team to establish a common design language

• Integrated Contentful to enable the Product team to rapidly roll out new landing pages

**Codex Digital - Senior Software Engineer**

*Jun 2013 - Oct 2017*

• Collaborated with the core team to implement a shot pull system used by Marvel using Node, Express, Neo4j, and Redis for the REST API, and Ember.js for the UI

• Created cross-platform desktop application to facilitate uploading media to Netflix's Asset Ingestion API using Electron, React, Node, and CouchDB

• Created a reporting system to track and verify shot archival used by Shed using Node, Express, Neo4j, Redis, wkhtmltopdf, and Ember.js

• Created a lens tracking database using Node.js, Ember.js, Neo4j, and Redis

• Implemented workflow tools such as JIRA, GitHub, Slack, and Travis CI, to help team organization, communication, and development flow

• Worked closely with a security team to ensure software always met highest security standards, including code audits and penetration testing

**5th Kind - Lead Software Engineer**

*Jun 2009 - Jun 2013*

• Engineered proprietary front-end extensible component-based JS framework

• Assisted in building a proprietary component-based PHP framework

• Maintained and extended custom ORM, including applying an optimization that reduced memory usage by ~85%

• Worked with the team to refine development processes, discuss development ideas, and encourage high morale and productivity

• Worked closely with management to set and achieve realistic goals and expectations

• Ensured code met and maintained high security standards, including security audits and penetration tests