

Brian Fitzgerald

Software developer passionate about building great user experiences, solving interesting problems, and finding new technologies to learn.

PERSONAL DETAILS

<i>Location</i>	Columbia, MO
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<i>GitHub</i>	https://github.com/brianfitzgerald

WORK EXPERIENCE

Software Engineer 2016 - present
CARFAX

- Led the design and implementation of a serverless queue system for sending hundreds of thousands of emails per day from various myCARFAX products.
- Developed and executed a strategy to migrate myCARFAX's on-premises consumer and dealer-facing services to an AWS-managed, Kubernetes-based infrastructure.
- Assisted with the design of the myCARFAX Shop Data Gateway, a solution for caching millions of items of Service Shop data and exposing it to other teams and services via a GraphQL API.
- Designed and implemented an automated screenshot testing system to identify and alert for visual regression in CARFAX's consumer and dealer facing products.
- Led the development of the CARFAX Service Shops application, which provides shops with a toolset for managing customer-facing data for their shop and viewing analytics.

Developer August 2018 - present
Healium XR

- Designed and developed the Healium Garden app, an AR experience that teaches users to regulate their breath and relax through an interactive minigame.
- Worked as a subcontractor to develop the CES demo experience for the MUSE 2 by Interaxon, an AR experience that allows users to try out a virtual version of the headset and explore its features.
- Developed a platform for collecting and displaying analytics data for Healium's various wellness XR experiences, and providing it to users through a dashboard website. Involved setting up a user account system and enterprise administration features.

Developer June 2017 - May 2018
GeneTrait Laboratories

- Developed the MedTrait reporting system for GeneTrait. Was involved in the entire product development cycle, including designing features, developing a user experience and visual identity, writing a backend service to generate the reports from genetic testing data, and developing a component library to render the resulting reports.

Developer Oct 2015 - Jun 2016
QuarkWorks

- Worked on a variety of native mobile applications, including ZephyrCharts, an aviation mapping application for pilots, and the companion app for Columbia's local Roots n Blues music festival. This involved developing iOS and Android native versions of each application.
- Developed a cloud architecture for managing content for the Roots n Blues project.

Software Developer Feb 2014 - Sep 2015
WireCloud, LLC

- Developed the frontend and backend systems for Gofer, a local food delivery service. Built a system for managing a stream of orders, and assigning them to drivers, as well as a customer-facing order tracking system. Also developed a companion mobile web application for drivers.
- Developed an automated cryptocurrency arbitrage system.

SKILLS AND TECHNOLOGIES

<i>Frontend</i>	TypeScript, React, Redux, MobX, Webpack
<i>Backend</i>	Express, Golang, Terraform, Kubernetes, Helm, Jenkins, Docker,
<i>AWS</i>	SQS, CloudFront / S3, ECS, Lambda, Cognito
<i>Mobile</i>	Swift / iOS, Android SDK, SceneKit
<i>XR</i>	Unity, C#, ShaderLab, ARKit / ARCore, SteamVR SDK