

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 <i>CARFAX</i>	2016 - present
<ul style="list-style-type: none">Led the design and implementation of a serverless queue system written in Golang for sending 100,000s of emails per day.Migrated myCARFAX's on-premises services to an AWS-managed, Kubernetes-based infrastructure.Assisted with the myCARFAX Shop Data Gateway, a solution for caching millions of items in Elasti-Cache/Redis and exposing them via a GraphQL API.Designed and implemented an automated screenshot testing system to identify and alert for visual regressions using AWS Lambda and image processing.Led the development of the CARFAX Service Shops application, written in React / Node / Typescript, which is used by 1,000s of customers daily.	

Developer <i>Healium XR</i>	August 2018 - present
<ul style="list-style-type: none">Designed and developed several AR experiences for assisting with meditation in Unity with ARKit and ARCore.Developed 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.Built a dashboard and analytics platform for tracking biometric data. Used AWS Cognito for authentication and Lambda and DynamoDB for the backend.	

Developer <i>GeneTrait Laboratories</i>	June 2017 - May 2018
<ul style="list-style-type: none">Developed the MedTrait reporting system for GeneTrait.Developed a backend service to generate genetic testing reports with Node / Express, as well as a component library in React and Typescript to render the reports.Was involved in the entire product development cycle, including designing features and developing a user experience and visual identity.	

Developer <i>QuarkWorks</i>	Oct 2015 - Jun 2016
<ul style="list-style-type: none">Worked on a variety of native mobile applications, including ZephyrCharts, an aviation mapping application for pilots. This involved developing native iOS and Android clients for each project.Developed the companion app for Columbia's local Roots n Blues festival, as well as a backend for managing user data in Google Cloud.	

Software Developer <i>WireCloud, LLC</i>	Feb 2014 - Sep 2015
<ul style="list-style-type: none">Worked on various contracting projects including the backend for 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.Developed a companion mobile web application for drivers.	

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