Desmond Weindorf

Software Engineer | San Francisco, CA | resume@desmondw.com | github.com/desmondw

Experience

Software Engineer (HelloSign), Jan 2015 - Jun 2017

- Developed the external API, SDKs, and integrations as primary contact
- Managed HackerOne reports and security audits as the first Security Engineer
- Helped with creation of QA team and subsequent dev QA tasks
- Advocated for standardization in developer workflow and code syntax
- Interacted directly with clients, end-users, and vendors while developing features

Owner (Weindorf Technologies), Apr 2014 - Sep 2014

- Designed websites and social media presence for clients
- Managed all business operations and client communications

Web Developer (Advantage Computer Services), Jan 2013 - Apr 2014

- Designed and developed marketing websites and web applications from scratch
- Conceived and implemented a variety of marketable web services
- Led dev team improvement with a common workflow, quality standards, and QA

Projects

OAuth 2.0 for HelloSign

Implemented OAuth to support all API endpoints and allow for various billing methods. Took the lead to surface and create solutions around multiple legal and security concerns. Designed to support HelloSign's use in CRM marketplace apps.

Online Classifieds for Hiring Heroes List

Sole developer on a bespoke classifieds website built from the ground up. The app features user registration, post management, previewing (a la Craigslist), an admin panel, and payment system. Built on Laravel & Foundation.

Education

Computer Science (Kettering University), 2007 - 2009

Skills

Languages — JavaScript, PHP, Python, Java, SQL, ActionScript, Lua, C++, C#

Frameworks & Libraries — Node, React, jQuery, D3, Laravel, Symfony, WordPress, OpenGL

Styling — Bootstrap, Foundation, HTML5, CSS3, Sass, Haml, Pug/Jade

Tools — Unix CLI, git, npm, bash, vagrant, webpack, browserify, bower, gulp, grunt, SVN

 $\mathbf{Other} - \mathsf{AWS} \ / \ \mathsf{EC2}, \ \mathsf{MySQL}, \ \mathsf{AJAX}, \ \mathsf{Agile}, \ \mathsf{TDD}, \ \mathsf{MVC}, \ \mathsf{OOP}, \ \mathsf{REST}$