# devangrose

software engineer | web developer

### contact

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# programming

**AWS** (Lambdas/SNS/SQS, ECS, Cloudformation, DynamoDB) Docker C# CI/CD pipelines monadic/functional SQL/NoSQL git postgres iquery

html/css

nodejs/express

# **experience**

#### Staff Software Engineer jul22 -

Own, architect and maintain full stack microservices architecture.

Coordinate cloud resources to deliver assets to client using scalable, exten-

Implement and manage CI/CD pipelines, test suites, and logging insights. Reduce costs by establishing serverless resources to reduce inefficiencies in our distributed computing pipelines.

Design, scope, execute, and deliver features using Agile methods.

Research and implement web3 features to deliver an amazing user experience (generate customized images, mint, burn, transfer, authentication, smart contracts).

### mar21 jun22 Software Developer

Facilitated departmental learning by leading Typescript workshops. Increased incremental delivery by designing a backend flag system. Participated in architectual discussions for integration features.

#### jan18 feb21 **Software Developer**

Navex Global Reduced department development time by standardizing ReactJS patterns. Created platform-wide libraries allowing efficient, readable, and correct code. Increased backend api stability with C# monadic architecture and BDD. Owned agile epics, scoped stories, and coordinated teams to meet deadlines.

#### 2018 -Owner | Developer

Code Solutions, LLC Drove client sales + traffic with responsive, Material Design single-page apps. Scaled out business by managing small Designer/Developer pairs. Created storefronts via AWS serverless APIs using ReactJS + Python. Aligned product creation with client needs through clear communication.

# projects

#### aug 2018 **Internet Rover**

Bootcamp Project

Built a rover using a Raspberry Pi and allowed piloting through my web site using an API written using NodeJS and Postgres.

#### july 2018 **Front End Game**

Personal Project

Designed and implemented a reimagined, scalable version of the popular mobile game 2048. Used jQuery, javascript, html, and css.

# education

Thred

Crowdstreet

### 2014-2016 Washington State University

Studied data strutures, algorithms, and computer science fundamentals.

## 2018 General Assembly

Web Development Immersive

Studied web development. Including NodeJS, Django, React, jQuery, Post-

gres.