
Trevor Hartman

Experienced Software Engineer

Software engineer with nearly two decades experience crafting quality web apps. Very interested in making your life easier. I care deeply about wielding technology to build great products and experiences and strive to do exactly that at every layer of the stack.

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EXPERIENCE

January 2017 -
Present

Lab79 Software Engineer

As the first engineer at Lab79 I built many foundational aspects of our infrastructure and services:

- Designed and created secure HIPAA-compliant cloud native infrastructure on Google Cloud Platform using Kubernetes (GKE), Helm, and Docker
- Designed declarative infrastructure as code with Terraform and continuously delivered infra changes in CI via test, plan, apply steps
- Secured traffic with TLS between endpoints of every service and infrastructure component using Vault
- Designed a continuous delivery pipeline on GitLab with autoscaling build containers on our GKE cluster to rapidly deliver code to cloud environments
- Developed a real time streaming solution using Onyx to populate Elasticsearch index with records from Datomic
- Contributed features to patient EHR application front end built on Om.next with ClojureScript and a Clojure back end
- Designed a powerful schema-agnostic Authorization solution to protect patient data
- Heavily utilized Clojure spec with Clojure 1.9.0-alpha17

September 2013
- February 2017
(3 years 6
months)

eBay Member of Technical Staff

Software Engineer for Seller Insights

- Lead front end development for the eBay Insights 2.0 tool
- Designed and implemented service client to integrate between front end and services
- Defined and documented team-wide engineering practices
- Designed and built distributed partitioning functionality using ZooKeeper and consistent hashing
- Designed and built realtime coordinated consumption of Kafka streams to support automatic failover, ensuring no messages were lost in a realtime ingestion pipeline
- Built Ansible automation to manage provisioning, deployment and maintenance of multiple 120-node clusters
- Continued evolving Yetibot to provide chatops for the team

Lead Site Reliability Engineer for New Product Division

- Defined org-wide engineering practices, gathering and unifying feedback across the org
- Built a CI/CD pipeline with Docker and Kubernetes for 60+ engineers across various teams

- Built integration testing solutions to precisely measure latency inside K8S cluster
 - Researching and helped define a modern tech stack for teams across the org
 - Declaratively defined infrastructure and access policies via automation with Terraform
 - Built solutions for distributed configuration, encrypted secrets, multi-zone/region deployments
 - Promoted efficient, lightweight developer processes
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January 2011 -
September 2013
(2 years 9
months)

Decide (acquired by eBay)

Front End Tech Lead

- Developed initial front end of Decide.com, heavily utilizing Backbone.js for client-side interaction and rendering with shared client and server Mustache templates
 - Continued ongoing maintenance and development of new features for Decide.com with a growing Front End team
 - Lead migration of server-side code from legacy Java to Scala
 - Lead refactoring efforts to reduce technical debt
 - Lead migration of the Decide.com front end from legacy Spring-based web app to Rails with JRuby
 - Helped build and maintain Scala API
 - Extracted a Ruby API client into a gem from Rails web app
 - Lead process around front end team regarding coding conventions, documenting systems, communication between developers, code reviews, and tech decisions
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May 2005 -
February 2011 (5
years 10
months)

Freelance Developer

Worked with Seattle and New York agencies as a freelance developer to develop online experiences for clients including:

- The Coca-Cola Company Developed an interactive front end for Coca-Cola's 2010 Annual Report using Flash / AS3. An XML feed was used to dynamically populate data points on an interactive map, company highlights, and videos of the executive team.
 - International Trucking Developed a truck customization tool for International's CXT model allowing users to pick paint colors for the truck, upload and position custom graphics, and export or email their design. C# with ASP.NET was used server-side to generate and export or email a JPG representation of the user's design.
 - 3M Built an online F&I tool in C# with ASP.NET that integrated with 3rd party F&I web services for car dealerships to walk customers through options to purchase aftermarket products from 3M.
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February 2009 -
December 2010
(1 year 11
months)

Copacino+Fujikado

Senior Interactive Developer

- Rebuilt copacino.com with a Flash frontend on top of WordPress as a backend CMS
 - Researched and picked technologies to suit the needs of clients, including: Rails with BrowserCMS, WordPress, and ExpressionEngine
 - Developed high-quality modern web experiences on tight timelines using HTML5 and jQuery
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March 2007 -
February 2009 (2
years)

Hornall Anderson Design Works

Senior Interactive Developer

- Developed a 3D interactive art kiosk for the Microsoft Visitor's Center using a touch-less interface (think Kinect before there was Kinect)
- Developed a Windows desktop application in C# with WPF for CitationShares to allow their

staff to schedule flights, specify passenger manifests, catering preferences, luggage, pets, billing information and hotel preferences integrated with their existing web services

- Developed an online store experience with integrated shopping cart for Big Island Candies in ASP.NET with C#
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August 1999 -
May 2005 (5
years 10
months)

Futura, Inc.

Developer

- Built and maintained an eCommerce platform using ASP.NET with C# on a SQL Server database allowing clients of Futura to sell their merchandise in a customized storefront
- Built store management tools including reporting, storefront design, inventory management, and order fulfillment
- Designed and maintained tables and stored procedures in SQL Server 2000
- Built a database management tool in C# for non-technical staff to manage customer data
- Built a Flash-based T-shirt designer tool, allowing customers to upload art, pick colors, submit an order and export / email a JPG preview