Mark Deutsch

Code Person

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Skills

Languages: Web standards & TypeScript (via React, Remix, Node.js, etc..), Golang, GraphQL, Elixir, Java, Python, PHP, Perl, Lua

Tools: Testing Library; Tailwind; Vite and Webpack; Fly.io, AWS, Docker, and GCP; Warp and Cursor

Experience

ENGINEERING MANAGER, ACTING HEAD OF ENGINEERING, JOIN - 2024 - CURRENT

STAFF SOFTWARE ENGINEER, JOIN - 2022 - 2024

Drove overhaul of inconsistent frontend by creating a cross-functional Design System Working Group, delivering a fully-coherent and robust design system (React Aria; Figma) and opportunistically replacing legacy code. Resulted in faster frontend delivery, fewer bugs, and more consistency.

Taught idiomatic frontend skills to junior-through-senior developers, training my replacements on the Design System and frontend with two growing seniors. Up-skilled myself in Golang to push us away from existing anti-patterns and towards conventions. Hired Staff-level Golang experts to act as quality ratchets for me and the team.

Identified causes of low-quality feature delivery; fought for changes to product-delivery process; and delivered improvements in defect rate for new features without increasing time-to-market.

After the departure of our last Head of Engineering, served as de-facto lead, working with Design, Customer Success, and Sales teams to identify areas for improvement in the product and our process. Set technical direction such as a Golang architectural shift to facilitate testing. Owner of the technical side of our SOC2/GDPR compliance.

PRINCIPAL ENGINEER, EVEREST - 2021 - 2022

Led development of a greenfield design-collaboration software tool; selecting and implementing the stack, tooling and architecture. Taught the new tech (Remix, Fly.io) to our developers, diffusing knowledge.

Consulted and contracted with a fintech lender to build an autonomous, customer-facing loan-decisioning platform (React, Node.js) that interfaced with existing legacy services. Performed discovery and planning to ensure tasks were workable for other developers, and took on development of larger architectural and refactoring tasks.

Served in engineering manager role, keeping direct reports unblocked, assisting their growth, and raising their concerns. Investigated and arranged training sessions on new tech and platforms such as Remix and Commercetools.

LEAD DEVELOPER, DUKE UNIVERSITY - 2017 - 2021

Member of Core development team on folio.org (React, Java, federated GraphQL) - a global F/OSS library services platform - building components and microservices depended-on by teams, universities, and public libraries worldwide.

Elected by the community to be a member of the Technical Council, evaluating new technologies and architectures, and providing technical guidance for the community.

INSTRUCTOR, UNIVERSITY OF NORTH CAROLINA - 2017

Instructor for web-development bootcamp, teaching teenagers to retirees.

SR SOFTWARE ENGINEER, QUALCOMM INC - 2015 - 2017

Pushed for and adopted React at v0.15 to build high-perf data-viz server chip tooling.

FREELANCE SOFTWARE ENGINEER, QEDEV – 2014 - 2015

WordPress site and premium-plugin development for small businesses.

SOFTWARE ENGINEER, QUALCOMM INC – 2011 - 2014

Built tooling for Snapdragon processors; learned too much about F/OSS legalities.

UNIVERSITY OF TORONTO – 2010 - 2011

Built a cataract detection app for iPhone; won the award for best thesis project.

GOOGLE SUMMER OF CODE DEVELOPER, AUDACITY AUDIO EDITOR – 2008

Worked on Audacity, overhauling the labeling system to respond to community.

Education

University of Toronto - Bachelor of Applied Science and Engineering with Honours