Devin Brite

North Grafton, MA, USA
dwbrite@gmail.com
+1 (774) 214 8041

dwbrite.com
keybase.io/hd
github.com/dwbrite

I'm a generalist software developer with a specialization in backend / web architecture. Most of my personal projects are explorations into other domains like embedded firmware (rust, c++), rendering (in theory and in practice), or other physical crafts.

Experience

Full Stack Development Intern
ProGlove - Munich, Germany

Jan 2019 - July 2019

At ProGlove I was a core developer of ProGlove Insight - a cloud-based platform for IoT device management built on AWS. Insight enables analysis of scans from ProGlove devices, leading to further efficiency improvements in customers' manufacturing and logistics processes.

As one of only two programmers who worked on from the start, I played a key role in the design and implementation of the product, as well as in the interviewing and subsequent hiring of four additional team members.

Education

B.S., Mathematics (Incomplete)
University of Massachusetts Amherst - Amherst, MA

Apr 2020 - Dec 2020

When COVID-19 hit, I applied for the mathematics program at UMass Amherst. After two semesters online, I decided that entering the workforce would be more time and cost effective for me.

A.S., Computer Information Systems
Quinsigamond Community College - Worcester, MA

Sept 2016 - Dec 2019

At QCC I graduated with an associate's in web development & programming. The coursework largely focused on databases and VB .NET, as well as systems analysis and design.

Skills

Programming Languages		Tools and Processes	
— Rust	`[12,500xp]`	— Git	`[10,000xp]`
— Java	`[8,000xp]`	— Linux	`[7,500xp]`
— Go	`[5,500xp]`	— AWS	`[5,500xp]`
— Kotlin	`[3,000xp]`	— Apache+/Nginx	`[4,000xp]`
— JavaScript	`[2,500xp]`	— Agile	`[3,000xp]`
— C++	`[1,800xp]`	— CI/CD	`[2,200xp]`
— Python	`[1,500xp]`	— Docker	`[1,500xp]`

Experience Points (xp) is a heuristic for quantifying relative experience. I've used 20,000xp as a baseline equivalent to Malcolm Gladwell's 10,000 hours. Note that 2xp ≠ 1 hr in much that same way that 1 agile story point ≠ 1 man-day. XP is also relative to the size of the subject. For example, I've used Linux longer than I've used Rust, but I've mastered more of Rust than I have of Linux.