Dylan Larrabee

Software Engineer
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San Francisco, CA Location
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Technical Skills

Strong: AngularJS, Python, Swift, R, A-Frame, PostgreSQL, MySQL, SQLite, MongoDB, D3.js, PassportJS
Experienced: Javascript (+ ES6), Node.js, ReactJS, Redux, Webpack, Git, HTML5, CSS, Mocha, Chai, Docker

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Software Engineering Projects

Ripple | *Web service integration platform*

- Architected a custom Express backend handling webhooks from 10s of APIs for performing custom actions
- Designed a performance optimized PostgreSQL database allowing fast and concurrent access
- Utilized ReactJS and Redux to design a visual and intuitive UI/UX for new users

TagMe | *Photo-journaling app that uses Machine learning to automatically add tags, captions, and geo-locations*

- Integrated S3 Amazon Web Services with MongoDB to optimize backend media storage and retrieval
- Extended functionality of an existing React Native codebase to include geolocation and visualization
- Optimized synchronous and asynchronous API calls for performant user experience

Markable | *Chrome Extension for sharing links, markups, and comments with groups, overlaid on any website*

- Designed a performance optimized PostgreSQL database allowing fast and concurrent access
- Used Angular to build a Chrome Extension that handled DOM injection and overlay rendering
- Using Scrum, lead a team of 4 engineers to meet MVP under a tight deadline

Shakle | *A functional and educational vanilla JS Promise module for Node.js, hosted on npm*

- Created an educational npm module as resource for those in the JavaScript community to learn about Promises
- Used vanilla JS to to build from scratch a Promise class with advanced helper methods

Please-Contain-Yourself | *Update this when curriculum is completed*

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Professional Experience

Hack Reactor, *Lead Software Engineering Fellow* *2016 - 2017*

- Simultaneously mentored multiple engineering teams through code review, debugging, and architecture design
- Built internal tool to increase efficient student-instructor time distribution within the instructional team
- Proctored 100+ technical interviews and mock interviews for prospective students and alumni
- Conducted twice-weekly lectures to 70+ students on algorithms and coding challenges
- Designed and contributed to program curriculum used by thousands of students yearly

Eastern Washington University, *Teaching Assistant* *2015 - 2016*

- Contributed to department-wide curriculum improvements to boost outcomes of struggling students
- Gained experience with collegiate level pedagogical techniques and strategies
- Organized and proctored study groups focused on confusing technical topics

Pacific Northwest National Lab, *Environmental Systems Intern* *2013*

- Conducted original microbiological research of geothermal features in the Alvord Desert Basin
- Presented findings to stakeholders to apply for extended funding

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Education

Hack Reactor, *Advanced Immersive Software Program* *2016*
Eastern Washington University, *B.S. in Biology* *2016*

- Coursework of Interest: *Data Analysis for Biologists (exposure to the R Language)*

About Me

Since I was a kid I've loved building things. About the time it became socially unacceptable to play with Legos, I discovered that I could tinker with virtual stuff instead. And it's such a blast- I have so much fun taking an idea and literally willing it into existence with code. Oh, and I can't forget jumping on trampolines and watching horror movies. Those are my favorite too.