Dylan Larrabee

Software Engineer
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Technical Skills

Strong: Javascript (ES2017 +), Node.js, ReactJS, Redux, Webpack, Git, HTML5, CSS, Mocha, Chai, Docker
Experienced: AngularJS, Python, Swift, R, Ruby, Rails, A-Frame, PostgreSQL, MySQL, SQLite, MongoDB, D3.js

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Software Engineering Projects

Ripple | *Web service integration platform*

- Architected a custom Express backend handling webhooks from multiple APIs for performing custom actions
- Responsible for building the entire front end utilizing ReactJS and Redux to design an intuitive UI/UX
- Designed a performance optimized PostgreSQL database allowing fast and concurrent access
- Server stress-tested to handle approximately 100 simultaneous requests

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
- Stress-tested database to handle 10,000 queries per second

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
- Shakle is open source and is a great starting point to jump into open source contribution

Please-Contain-Yourself | Docker curriculum that introduces developers to software containerization practices

- Provides both conceptual and practical clarity to topics such as containerization, microservices, and orchestration
- Designed and integrated original, hands-on coding projects to exhibit both simple and advanced uses of Docker
- Uses easy-to-understand metaphors to present Docker in an un-intimidating way

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Professional Experience

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

- Designed and contributed to program containerization/ microservice curriculum used by hundreds of students yearly
- Simultaneously mentored multiple engineering teams through code review, debugging, and architecture design
- Built internal tool that efficiently distributed student-instructor time within the team, saving ~10 hours per week
- Proctored 100+ technical interviews and mock interviews for prospective students and alumni
- Conducted twice-weekly lectures to 70+ students on algorithms and coding challenges

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

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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

Ever 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 ideas and literally willing them into existence with code. Oh, and I can't forget jumping on trampolines and watching horror movies. Those are my favorite too.