

# Dylan Larrabee

Software Engineer  
dylanlarrabee.me

(509) 440-5461  
San Francisco, CA  
dylan.r.larrabee@gmail.com

## 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

---

## 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 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

---

## 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

---

## 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

In my spare time I'm usually brewing kombucha, bouldering, or thinking about robots. I get excited about anything that lets me create or be creative - recently that means I've been doing a lot of cooking, designing board games, and 3D modeling.