dzhurley@gmail.com

Software Engineer

github.com/dzhurley

Skills

- Languages: JavaScript, Python, SQL, CSS, HTML
- Libraries / Frameworks:
 - JavaScript React, Redux, three.js, d3.js, jQuery, Jest
 - CSS Sass, PostCSS, Bootstrap
 - Python Django, Django Rest Framework, Celery, Ansible
- Tools: CircleCI, Git, Vim, webpack, Google Analytics
- Infrastructure:
 - AWS EC2, RDS, CloudWatch, Lambda, API Gateway, S3
- Databases: PostgreSQL, Redis
- Process: Agile development (Scrum, Kanban), JIRA, Trello

Experience

PledgeUp: Staff Engineer

2018-2019

- Continued existing Software Engineer roles and responsibilities.
- Took on complete technical accountability and on call response for the website as only engineer in company.
- Built a secure third party JS widget and associated deployment pipeline for onboarding members from external sites.
- Enabled organizations to customize styles/branding on their member profile pages to match their own external sites.
- Progressively scaled infrastructure and improved website performance as data volume grew.

PledgeUp: Software Engineer

2017-2018

- Transitioned key pages to newer React components and introduced Redux for data management.
- Responded quickly and effectively to networking/operational issues with the production site.
- Implemented granular Javascript/Python error reports through Sentry for more context on defects.
- Managed process and backlog of github issues through labels and priority.
- Worked with stakeholders to create SQL reports or sift through logs to answer specific user/product questions.
- Created first server side rendered React pages using AWS Lambda and API Gateway, including build/release tooling.
- Coordinated with bank and stakeholders to ensure accurate processing of monetary transactions.

Idealist: Software Engineer 2012-2017

 Maintained and improved legacy codebase comprised of Werkzeug, SQLAlchemy, and other Python libraries.

- Worked with QA to update the staging and production websites
- Organized and facilitated team process as Scrum Master for a revenue stream focused team of engineers.
- Screened and interviewed potential engineers, in the process helping improve the interview process as a whole.
- Coded in a variety of engineering configurations, including pair and mob programming.
- Led a team of three engineers and one designer focused on communications and engagement:
 - Reviewed Git pull requests and guided decisions based on release schedules and technical debt.
 - Facilitated multiple projects at various stages of development by working with Product Owners on estimates and timelines.
 - Improved team process and communication with retrospectives and daily stand ups.
 - Ran experimental new features through Optimizely A/B testing and Google Analytics to inform next steps.
 - Rewrote high traffic existing pages in React and PostCSS to meet new mobile-first designs.
 - Documented successes and challenges the team encountered for broadcast with entire engineering team.

Portland State University: Capstone Lead

2011-2012

- Built a d3.js application to visualize a graph of relationships between Twitter mentions and retweets.
- Managed a team of five other students through regular meetings and ticket tracking.
- Implemented core pieces of user interface for navigating and displaying graph.
- Facilitated frequent communication between teammates, professor, and client.

Portland State University: Resident Assistant

2008-2012

- Mediated interpersonal conflicts between residents and fellow staff.
- Executed social and educational events involving campus resources.
- Enforced housing policies in residence halls by reporting incidents and posting information.
- Worked both in freshmen specific halls and upperclass or non-traditional communities.
- For two years, supervised a staff of up to six resident assistants while continuing own resident assistant duties.

Education

Portland State University: BS, Computer Science