

Derek Hurley

Software Developer

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github.com/dzhurley

Skills

Languages: JavaScript, CSS, HTML, Python

Libraries/Frameworks:

JavaScript: React, three.js, jQuery, jQuery UI, Mocha, Chai, Backbone

CSS: Sass, PostCSS

Python: werkzeug, SQLAlchemy, Genshi

Process: Agile development (Scrum, Kanban)

Tools: Git, Vim, webpack, Grunt

Experience

Idealist

Software Developer

2012-present

Maintained and improved legacy Python-based job board through defect fixes to often business critical code.

Worked with QA to update the staging and production websites, often involving database migrations and time-sensitive features.

Helped develop a prototype Single Page Application for users to connect with each other and share their intentions for action.

Organized and facilitated team process as Scrum Master for a strictly revenue stream focused team of developers.

Screened and interviewed potential developers for Idealist, helping shape and improve the interview process along the way.

Lead a team of three other developers and one designer focused on user communications and engagement:

- Improved team process and communication with recurring retrospectives and open feedback loops.

- Reviewed code and guided technical decisions based on scheduling, team expertise,

and managing technical debt.

Experimented with new features through A/B testing, using analytics to guide next steps.

Rewrote existing pages to be more mobile friendly according to new designs.

Documented successes and challenges for broadcast with entire developer team.

Portland State University
Senior Capstone Team Lead
2011-2012

Built a web prototype 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.

Analyzed performance and memory risks during development.

Facilitated frequent communication between teammates, professor, and capstone client.

Google Summer of Code Project
Buildbot User Objects
2011

Added User Object tables to Buildbot's database via SQLAlchemy.

Implemented a command-line tool to add and modify user attributes.

Added support for User Object creation on changes from different VCS (Git, SVN, etc.).

Translated User Object information into email addresses for mail notifications.

Residence Life, Portland State University
Resident Assistant
2008-2012

Enforced housing policies in residence halls.

Executed social and educational events involving campus resources.

For two years of employment, supervised a staff of up to six resident assistants.

Mediated interpersonal conflicts between residents and fellow staff.

Education

Bachelors of Science in Computer Science
Portland State University
2007-2012