

Derek Hurley

Software Engineer

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Skills

- **Languages:** JavaScript, CSS, HTML, Python, SQL
- **Libraries / Frameworks:**
 - *JavaScript - React, Node.js, Next.js, Redux, d3.js, Mapbox GL JS, Jest, three.js, p5.js*
 - *CSS - Styled Components, Tailwind, Material UI*
 - *Python - Flask, Django, Celery*
- **Tools:** CircleCI, Git, webpack, Google Analytics, Auth0
- **Infrastructure:**
 - *Google Cloud Platform - GKE and Kubernetes, Cloud SQL, Cloud Endpoints, GCS*
 - *Amazon Web Services - EC2, RDS, CloudWatch, Lambda, API Gateway, S3*
 - *Vercel, Netlify*
- **Databases:** MySQL, PostgreSQL, SQLite
- **Process:** Agile development (Scrum, Kanban, Shape Up), Asana, Trello, Miro

Experience

Aclima: Front End Engineering Lead 2021-present (Portland, OR, USA)

- Continued existing UI Engineer roles and responsibilities.
- Owned and accountable for front end experiences across external and internal facing interfaces.
- Hired and managed three more UI Engineers, developing the interview process along the way.
- Coordinated releases from QA through production while working with business, communications, science, and engineering teams.
- Organized on site retreat and led quarterly planning sessions.
- Balanced creating space for managed staff professional development with delivering features and addressing tech debt.
- Managed defect tracking workflow and prioritization strategy.
- Restructured team and individual work streams to resource highest value work as needed.

Aclima: UI Engineer 2019-2021 (Portland, OR, USA)

- Built data visualization and analysis tool for large map-based datasets using Next.js and Mapbox.
- Implemented and owned everything from Kubernetes deployment to CSS layout.
- Worked directly with product and design to provide technical feasibility, estimates, and opportunities.
- Collaborated with Data Science and Science teams to ensure correctness of implemented algorithms/metrics.
- Introduced retrospectives to teams and pushed for incremental process iteration.
- Led technical documentation efforts of primary analysis tool codebase.
- Developed and deployed self hosted tileserver to connect from data pipeline to performant map rendering.
- Prototyped experimental interfaces to display and analyze our data with cross functional teams.
- Implemented analytics and alerting in all released projects for observability and to inform future work.

PledgeUp: Staff Engineer 2018-2019 (Portland, OR, USA)

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

PledgeUp: Software Engineer 2017-2018 (Portland, OR, USA)

- Worked with stakeholders to create SQL reports and run ad hoc queries to inform product questions.
- Responded quickly and effectively to networking/operational issues with production site.
- Implemented granular Javascript/Python error reports in Sentry.
- Transitioned key pages to newer React components and introduced Redux for state management.
- Built pipeline to server side render React pages in Django application using AWS Lambda and API Gateway.
- Coordinated with multiple banks to ensure accurate processing of monetary transactions.

Idealist: Software Engineer 2012-2017 (Portland, OR, USA)

- Maintained and improved legacy Python codebase.
- Worked with QA to update the staging and production websites.
- Facilitated team process as Scrum Master for a revenue stream focused team of engineers.
- Interviewed potential engineers and improved the interview process.
- Worked 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 pull requests and guided decisions based on release schedules and technical debt.*
 - *Improved team process and communication through retrospectives.*
 - *Ran experimental new features through 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.*

Talks

Cartography on the Web: Lessons learned building interactive maps

- CascadiaJS 2021
- Talk recording - <https://www.youtube.com/watch?v=-zc3ahhFDpk/>
- Demo built for talk - <https://treelandia.vercel.app/>

Education

Portland State University: BS, Computer Science 2007-2012