Derek Hurley

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Software Engineer

Skills

- **Languages:** JavaScript, CSS, HTML, Python, SQL
- **Libraries / Frameworks:**
    - CSS - Sass, PostCSS
    - JavaScript - React, three.js, d3.js, jQuery, Mocha, Chai, Backbone
    - Python - Werkzeug, SQLAlchemy, Genshi, Flatland
- **Tools:** Git, Vim, webpack, Grunt
- **Databases:** PostgreSQL, SQLite, Redis
- **Process:** Agile development (Scrum, Kanban), JIRA, Trello

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Experience

Idealist: *Software Engineer*   **2012-present**

- Maintained and improved legacy Python codebase through defect fixes to 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 Backboned-based 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 engineers.
- Screened and interviewed potential engineers for Idealist, in the process helping improve the interview process as a whole.
- Programmed 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:
    - Responded quickly to multiple projects at various stages of development by working directly with Product Owners on estimates and timelines.
    - Improved team process and communication with retrospectives and daily stand ups.
    - Reviewed code and guided technical decisions based on scheduling, team expertise, and technical debt, whether it was from scratch or incorporating third party plug ins.
    - Experimented with new features through A/B testing and used analytics to guide next steps in development.
    - Rewrote high traffic existing pages such as the homepage to be more mobile friendly according to new and updated designs.
    - Documented successes and challenges the team encountered for broadcast with entire engineering team.

Portland State University: *Capstone 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 client.

Google Summer of Code: *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 creation on changes from different VCS (Git, SVN, etc.).

- Translated User Object information into email addresses for mail notifications.

Portland State University: *Resident Assistant*   **2008-2012**

- Enforced housing policies in residence halls by reporting incidents and posting information.

- Executed social and educational events involving campus resources.

- Mediated interpersonal conflicts between residents and fellow staff.

- Worked both in freshmen specific halls and upperclass or non-traditional communities.

- For two years, supervised a staff of up to six resident assistants:

    o Kept budget for each staff's program resources per term.

    o Held regular meetings with all staff and one on one with direct reports.

    o Continued own resident assistant duties during lead position.

Education

Portland State University: *BS, Computer Science*   **2007-2012**