Declan Easton

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I am an Electrical Engineering graduate turned Software Developer out of love for the work. I have industry experience in full stack web, mobile, and desktop app development. I am always looking to take on new challenges and responsibilities to broaden my skill-set and pursue business objectives. I am interested in cloud technologies, distributed systems, and high traffic, high performance scenarios.

Skills and Technologies

- Full-stack web development
  - Server programming with C#, ASP.NET, NHibernate and Entity Framework
  - Postgres and Microsoft SQL Server
  - AWS hosting using EC2, S3, and RDS
  - Front-end development with Angular, Vue, and Knockout
- Cross-platform mobile game development with Unity3D
- Desktop app development with WPF and WinForms
- Embedded systems programming with Arduino and TI RTOS
- Additional experience with Java, C++, MATLAB, and graphics programming with OpenGL

Professional Experience

LEAD SOFTWARE DEVELOPER | AGENTS OF DISCOVERY   JUNE 2017-NOV 2018

- Assumed a broad technical leadership role for a small team of developers.
  - Work with management and other stakeholders to set the development roadmap.
  - Manage the short term schedule to fit changing priorities and solve problems.
  - Work with Customer Success and Sales teams to diagnose and solve client issues.
- Full stack development of a complex web app used by clients to create content.
  - Moved the web app from single machine on-site hosting to a scalable AWS infrastructure to ensure stability under growing usage.
  - Performed data guided performance optimization to ensure a smooth client experience, reduce server costs, and allow for predictable scaling.
  - Designed and implemented streamlining of user workflows to reduce the need for client training and improve client and employee productivity.
- Leader of the team which took on development of a mobile game after company downsizing.
  - Simplified user onboarding and core game elements to improve overall user experience.
  - Used performance optimizations to improve load times and framerates in key areas of the game.
  - Refactored codebase to increase developer productivity with a smaller team.

CO-OP SOFTWARE DEVELOPER | MOTION METRICS INTERNATIONAL   JAN 2016-AUG 2016

- Worked with the product owner and QA team to plan, develop, test, and release an update for an existing touch based Windows application running on the company's custom hardware.

- Participated in the prototyping and initial development of a brand new web app.
    - Full stack development across many elements of the app's initial creation.
    - Development of a complex, in-browser media editing system.
        - Optimized server-side algorithms and used compression to achieve performance goals.
        - Used Redis to design a fast, persistent session system.

CO-OP SOFTWARE DEVELOPER | DATREND SYSTEMS INC.   MAY 2015-AUG 2015
- Designed an intelligent text editor for the company's simple domain-specific scripting language.
    - Worked with a Senior Engineer to determine product requirements.
    - Wrote a complete project proposal detailing application features and UI design.
    - Implemented the project while reporting progress to the Senior Engineer.
    - Wrote extensive project documentation to assist future development.

CO-OP SOFTWARE DEVELOPER | 364 NORTHERN DEVELOPMENT   SEPT 2014-DEC 2014
- Worked with a Senior Developer, UI Designer, and another Co-Op Student to implement a portion of a SPA web app being built to replace an existing front-end.

Personal Experience

TRAVEL IN CENTRAL AMERICA   NOV 2018-MAR 2019
- Backpacking across Guatemala, Belize, Honduras, El Salvador, and Mexico.
- Experiencing the varied local cultures, learning Spanish, surfing, SCUBA diving, and much more.

Education

- Bachelors of Applied Science in Electrical Engineering, May 2017
    - University of British Columbia Okanagan, Kelowna, British Columbia
    - Overall 86% Average

Projects

CAPSTONE PROJECT   SEPT 2016-APR 2017
- Designed and implemented a thermostat control system accessible through a custom smartphone app using Bluetooth LE.

PERSONAL WEATHER STATION   MAR 2015-APR 2015
- Built a small sensor platform to read environmental conditions and find the angle of the sun.
- Developed software to transfer the sensor readings over a WLAN to a connected PC or smartphone.

References

Available upon request

Interests

- Getting outside to hike, camp, rock climb, snowboard, or play casual team sports.