

# Glen Lovett

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## EDUCATION

### WORCESTER POLYTECHNIC INSTITUTE

BS IN COMPUTER SCIENCE  
May 2013 | Worcester, MA

## SKILLS

### LANGUAGES

Ruby • JavaScript • HTML5

### FRAMEWORKS/TOOLS

Ruby on Rails • AngularJS • Jenkins CI •  
Maven • Chef • Capistrano

### EXPOSURE TO

Java • AWS • Scala • Backbone • Express  
• Redis • Node • Spring • MySQL • Dust.js

## LINKS

Github:// [glenlovett](#)  
LinkedIn:// [glenlovett](#)

## EXPERIENCE

### VARIOUS

May 2016 – Present

**Untitled Mobile Game** (Haxe Language • Flixel Game Framework)

- Retro style Role Playing mobile game currently under development, using entirely scratch-made assets, interface, and game logic
- Implemented in HaxeFlixel to support cross-platform release

**Union Square Donuts** (Hands • Glaze • Eggs)

- As team lead in the kitchen, I ensured that all aspects of food prep went smoothly and that we only produced delicious products

### LOCALYTICS | SOFTWARE ENGINEER

April 2015 – April 2016 | Boston, MA

**Localytics Predictions** (Ruby on Rails • Angular • AWS - EMR)

- Created the end to end frontend experience for the Localytics 'Predictions' product, a new top-level page on the Localytics Dashboard with new UI components including Graphs, Tables, and Modals
- Designed and implemented visualizations and tools enabling customers to understand complex data science output at a glance, and take action on it
- Created the linking logic between the client-side code and data science logic running in Amazon EMR

**Profile Uploader** (Ruby on Rails • Angular • AWS - S3)

- Created the frontend and rails layer of a tool for uploading customer profile information via CSV
- Designed and implemented the multi-step client-side experience involved in file pre-validation and the asynchronous upload feedback
- Contributed to server-side logic involved in processing the upload's contents

### PAYPAL | SOFTWARE ENGINEER II

June 2013 – April 2015 | Boston, MA

**WhiteGlove** (Ruby on Rails • Angular • MySQL • Chef • Capistrano)

- Full stack web application used by PayPal marketing managers to create, view, edit, and generally manage PayPal offers and incentive programs
- Worked in a small team to build original version in Spring Framework, then was one of two principal contributors in its migration to Ruby on Rails
- Designed and tested software to enable a 'punch card' experience at multiple locations country-wide; an entirely new experience for PayPal consumers
- Implemented lightweight caching using Redis
- Designed Chef cookbooks to configure deployable environment
- Developed Capistrano release tasks to enable reliable deploy process
- Earned PayPal 'Spot Award' for work on punch card pilot

**SelfServe** (Java Spring • Backbone • Express)

- Full stack Self-Service portal for merchants to create PayPal offers
- Added features such as a zip-code lookup to a Backbone/Express frontend
- Added to Java UI test suite using Cucumber and Selenium WebDriver

**Continuous Integration** (Jenkins CI)

- Hosted a Jenkins instance for my team upon seeing opportunities for automation
- Created a set of jobs to unit test, UI test, and sign off on submitted code, as well as perform regular QA releases, generate release notes, and other tasks

**On-site Learning** (Node • Rails)

- Attended 3 day 'Effective Javascript' course with Douglas Crockford
- Took introductory Node.js course with NodeFirm