# 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 • Angular JS • Jenkins CI • Maven • Chef • Capistrano

#### **EXPOSURE TO**

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

# LINKS

Github://glenlovett LinkedIn://glen-lovett

# **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 proccess
- 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 introductionary Node.is course with NodeFirm