Hayden Wade

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TECHNOLOGIES

DAY-TO-DAY COMFORT

· React.js, Redux Angular, AngularJS Bootstrap

· Nightwatch.js, Protractor

• HTML5, CSS3 JavaScript

· Enzyme, Jest

Node.js

 RESTful APIs • C#, VB .NET

· MongoDB, Elasticsearch

SQL

• Auth0

 ServiceStack · Mobile First Design

· Socket.io

HAVE EXPERIENCE WITH

 Docker Alexa Skills · AWS, Azure

• Azure DevOps, Azure Pipelines

Bing Maps

Kafka

· C++, Assembly

Java

EXPERIENCE

SOFTWARE ENGINEER II - NAVISPHERE VISION TEAM

C.H. Robinson, Eden Prairie, Minnesota, January 2018 - Current

Enhanced and maintained eCommerce application that provides customers a view into their global supply chain. Organized and lead team of 5 engineers to build custom Alexa Skill and presented it to c-level executives, received budget to expand voice app. Worked closely with data scientists to provide in-app predictive analytics, researched 3rd party APIs, and created proof of concepts. Implemented new customers on a strict deadline. Streamlined customer implementations by designing, implementing, and testing new web application. Reduced customer implementation timelines by leveraging software and driving standardization. Built software to consume multiple sources of data from enterprise service bus. Worked with infrastructure team to migrate our application to the cloud (Azure). Rewrote application from AngularJS to React is with Redux. Built npm package to support authentication and authorization that is used across all micro services. As lead engineer on team I mentored a growing team of engineers. Improved teams interview process for multiple roles (SE, BA, QA, PM) and lead technical phone screens and on-site interviews. Primary code utilization included React.js, Redux, AngularJS, Node.js (Hapi.js), Docker, SQL, MongoDB, Elasticsearch, Enzyme, Jest, Nightwatch.js, and C# (ServiceStack).

SOFTWARE ENGINEER I - GLOBAL FORWARDING TEAM

C.H. Robinson, Eden Prairie, Minnesota, May 2016 - December 2017

Worked on a team of 5 to design and implement micro-services to send and receive messages from U.S. Customs (ABI CATAIR). Refactored Pre-Arrival Processing System (PAPS) Angular web application with a responsive, mobile first design to enhance UX across wide range of devices used by truck drivers. Contributed to team of ~20 developers by leading Angular training sessions, being DevOps Advocate, and defining code standards for web applications. Built nuget package to support Role Based Access Control (RBAC) using Auth0 and ServiceStack request attributes and plugins. Built shared Angular component library using npm. Leveraged unit tests and automated acceptance(e2e) tests to ensure code quality via CI/CD pipeline. Mentored interns as part of the Intern Program Committee. Primary code utilization included HTML5, Bootstrap, Angular, Protractor.js, Jasmine, C#, ServiceStack, and SQL.

PROGRAMMER ANALYST INTERN - GLOBAL FORWARDING TEAM

C.H. Robinson, Eden Prairie, Minnesota, May 2015 - May 2016

Gathered requirements from users, designed, implemented, and tested web application to support team's software deployment process. Used AngularJS, SQL, ServiceStack, C# to develop web application. Built WPF application to reprocess messages, used by our support team. Worked remotely for half of the internship where I contributed to sprint work along side scrum team. Sprint work included enhancing and maintaining large VB. NET application and building out new web applications to support the needs of the growing Global Forwarding Division. Presented products/work to executives, managers, and various teams.

SOFTWARE ENGINEER

TenEx, LLC, Platteville, Wisconsin, February 2015 - August 2015

Designed and implemented analytics solution to help understand user behavior and rate of adoption. Created daily and weekly reports using Java and MySql with Slack integrations.

SOFTWARE ENGINEER INTERN

Danfoss, Loves Park, Illinois, May 2014 - August 2014

Designed and implemented embedded Wi-Fi communication system with mobile interface. Prototyped using ST Discovery Kit microcontroller and Wi-Fi module. Primary code utilization included HTML5, CSS3, JavaScript, and C.