

# Iain Black

Software Engineer

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## KEY SKILLS

Languages: TypeScript | JavaScript | HTML | CSS | Python | C# | PHP | SQL

Frameworks/Libraries: React | jQuery | .NET | Git | Puppeteer | Jest | React-Testing-Library | Material-UI

Other Tools: Figma | Storybook | Docker | AWS | Azure | Jira | VSCode | GitLab

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## EXPERIENCE

### Senior Software Engineer, Juno; Post Falls, ID (Remote) — Sept 2022 - March 2023

- Owned foundational development efforts for the social/community aspect of an online learning and community platform. Delivered scalable web features capable of handling a high volume of active users safely and efficiently. Managed retrieval of large data with pagination and virtualization patterns. Leveraged Material-UI's component library to develop configurable, re-usable components.
- Quickly self-onboarded into a fast paced work environment and began delivering end-to-end features to production after a month on the job. Performed refactors to optimize outdated front-end code using React framework and general best practices.
- Identified and resolved bugs under high duress and heavy time constraints. Effectively collaborated with other departments to ensure quality and success.

### Software Engineer, Verint; Spokane Valley, WA (Remote) — August 2021 - Sept 2022

- Lead all development efforts for a delivery team supporting multiple clients with conversational AI software. Frequently met with clients to determine technical requirements of requested features, develop a plan of action, and deliver full-stack solutions before hard deadlines.
- Owned development efforts on a configurable baseline React/Material-UI solution. Refactored existing features to leverage Material-UI's configurable theming capabilities. Developed new features designed to be generic and re-usable across all clients.
- Onboarded and continuously supported new developers on company and industry standards, lead training sessions on a wide variety of technical topics.

### Associate Software Engineer, Verint; Spokane Valley, WA (Remote) — June 2020 - August 2021

- Developed production level frontend features at client request using primarily React/Typescript. Delivered customized backend solutions using C#/.NET - leveraged REST and SOAP APIs to process incoming data and deliver a customized response.
- Assisted in UI/UX design of new React UI, leveraged the Material UI component library to build a user friendly interface. Presented the UI design to clients, assessed their feedback and integrated it into a baseline product.

### Software Engineer Intern, Verint; Spokane Valley, WA — January 2020 - June 2020

- Contributed to the foundation of a new React solution, learned best practices for efficient and scalable front-end code.
  - Gained valuable experience in troubleshooting/debugging both front-end and back-end code. Balanced work with commitments to school and NCAA football.
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## EDUCATION

Bachelor's Degree in Computer Science, Minor in Business; Whitworth University — 2016-2020