

IAN HENDERSON

SOFTWARE ENGINEER

214-455-2926 iancurtish@gmail.com Plano, TX GitHub: ian-henderson LinkedIn: iancurtish

EXPERIENCE

IBM

Sep 2018 - Current

Software Engineer

Company Initiative: Integrate IBM Cloud Services with BareMetal Technologies (Hybrid Cloud).

My team focused on the forms to provision Virtual and Bare Metal Servers. So far, I've created a Redux toast notification system, unified design & implementation of site's tables, and proposed a change in form architecture that would increase performance and improve separation of component rendering concerns.

Flywheel

Feb 2018 - Aug 2018

Software Engineer

Company Initiative: Move the platform away from a monolithic legacy Meteor codebase to Node microservices, GraphQL, and React Native

Created and optimized features in the React Native app, Node GraphQL/microservices, legacy Meteor codebase, and participated in Scrum processes and code reviews

Ulyngo

Nov 2016 - Dec 2017

Software Engineer

Company Initiative: Create a new eCommerce UI to replace the aging Angular.js UI while maintaining legacy PHP codebase

Created and optimized React+Redux web UI alongside a team in a Scrum environment, integrated SSO services into the platform

Partnered

June 2016 - Sep 2016

Software Engineer

Company Initiative: Add a messaging backend+UI and email notification service to the platform

Created and optimized features for the Angular 2 messaging UI and Python email notification service in a Scrum environment

EDUCATION

University of North Texas

2012 - 2016

Bachelor's Degree in Computer Science

Minor in Mathematics

Certifications in Systems Administration & Security

PROJECTS

Reddit Browser

A progressive web app for Reddit. Consumes Reddit's API to minimally present subreddit data with endlessly scrolling feeds.

TECHNOLOGIES

Languages & Frameworks

ES6 JavaScript, CSS, SASS, Express, Node, GraphQL, Bash

Libraries & Tools

React, React Native, React-Apollo, Redux-Saga, Flow Type, ESLint, Jest, Lodash, Git, NPM, Linux, Vim, VSCode, Docker, MongoDB