JASON RAIMONDI

OFTWARE ENGINEER

CONTACT jason@raimondi.us https://jasonraimondi.com (954) 703-0436

EXPERIENCE

HitRECord

Software Engineer Apr 2019 - present

Refactored a legacy Capybara test suite into Cypress, including parallelization of tests, speeding up average CI build time from 60+ minutes to ~12 minutes.

Implemented AWS Elastic Kubernetes Service that resulted in a roughly 20x node scaling increase by using with horizontal node and vertical pod autoscaling.

Decoupled a legacy AngularJS from a Rails monolith into an Angular 8+ SPA.

Digital Canvas Design LLC

Owner, Software Consultant Jan 2014 - present

Constructs and manages web applications for clients with varying complexity, from simple static HTML to custom built applications.

Builds and maintains web applications depending on client needs, these range from PHP/LEMP stacks to Node.js and Golang applications.

Event Farm

Senior Software Engineer Sep 2018 - Mar 2019

Test Drove the re-architecture of the API code base, decoupling the codebase from CakePHP 2.x, to a PHP 7 application built using Domain Driven Design based on CQS principles. The project is routed through Lumen and maintains over 85% code coverage.

Authored middleware client applications that consumed the Event Farm Rest API for internal and external projects in Golang, Node.is and PHP.

Event Farm

Software Engineer Feb 2016 - Sep 2018

Built an auto generating clients for the Event Farm API. These were generated for clients in PHP, Typescript, Golang, Python, Swift and Java. These libraries assisted the consumption of the Event Farm Rest API and were used in the official mobile apps as well as the web application.

Headed the custom integrations between Event Farm and Salesforce, a market leading integration between the two platforms.

Open Sourced our Salesforce Rest API for PHP7 that was used internally.

Web Services LLC Led team of 4 developers building a SaaS Application for

Full Stack Web Developer Jun 2014 - Nov 2015

Advertising Agencies to monitor ROI and Reactions to TV Campaigns.

Maintained LEMP stack on CentOS dedicated private servers receiving anywhere from 60-600 requests per minute.

Integrated various web 3rd party services including Google and Twilio into custom PHP MVC applications.

Redesigned and implemented the update to WDIV Click on Detroit "Vote 4 the Best" voting application.

Updated and optimized existing projects in PHP MVC frameworks including Laravel, Code Igniter, and FuelPHP.

Freelancer

Professional Freelancer Aug 2009 - Jan 2014

Utilized existing web technologies including WordPress, Laravel and Drupal to create small businesses and artist portfolios websites.

Video editing, closed captioning and video motion graphics for clients.

ACE Blueprinting & Graphics

Graphic Designer May 2011 - Jan 2014

Executed projects with clients to create projects from concept to finished, printed works.

Communicated with clients on a range of works from large scale banners to business cards.

Designed vector and raster graphics using Illustrator and Photoshop.

Upgraded several workstations by building custom machines serveing as state of the art graphic editing stations and print servers.

Florida Sea Grant

Front End Developer Apr 2012 - Jul 2012

Authored a PHP + jQuery + Google Maps based interactive survey's to gather data on Florida's Sarasota Bay & South Carolina's Ace Basin.

Collaborated with two PhD candidates to gather data that was used to research community uses of the Sarasota Bay and the Ace Basin.

Student Game Day LLC

Web Designer Jun 2008 - Dec 2010

Assisted the front-end and design of a custom built web app in old-school PHP that was for selling student college football tickets.

EDUCATION

University of Florida

Digital Media

Aug 2013

Bachelor of Fine Arts

SKILLS

Front End TypeScript JavaScript React.js Angular Electron Webpack

Back End

GraphQL TypeScript Node.js Ruby/Rails PHP SQL OAuth2 Laravel Entity Mapper Active Record

Ops Kubernetes Docker AWS Autoscaling CI/CD Queues

Design Figma GIMP Photoshop Illustrator InDesign Premier Pro After Effects