JONATHAN BALLANDS



Front-end software engineer and designer wannabe, specializing in rich web applications using Facebook's React with an emphasis on excellent user experiences and attention to detail. Would love to get more into data visualization.

EMPLOYMENT

Software Engineer, Analytics

Spredfast

June 2016 - Present Austin, TX

Configurable dashboards June 2016 - Present

Implemented a "from-scratch" configurable dashboard solution in React to show and visualize social media data, adding a high-degree of polish to enhance the overall user experience. Crafted a widget API to allow many product suites across Spredfast to integrate with the dashboard frontend. Designed and built various data visualizations in D3 to visualize social media data.

Data export manager & monorepo June 2017 - Present

Developed the UI for a data export manager that allows users to configure, schedule, and run data export jobs. Wrote various React components that can be used across export types to reduce front-end load. Architected and created a monorepo system with Lerna to ease the development burden of managing the 7+ repositories that make up the analytics UI.

Mobile Innovation Lab Software Engineer

June 2014 - June 2016 Austin, TX

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IBM Swift Sandbox & Swift Package Catalog

November 2015 - June 2016

Led and architected the web development effort for both applications. Scrum master for both the Swift Sandbox and Swift Package Catalog. Previously lead web developer for Sandbox, developing the Node server and Express middleware. Lead web developer on Package Catalog, using tools like Angular, Redux, Express, Handlebars, and Gulp.

IBM ReadyApps program June 2014 - Novemeber 2015

Developed nested web views in Angular and D3 in native iOS and Android applications to present complex visuals. Designed and created a documentation system utilizing markdown and server-side rendering to make documentation of the ReadyApps easier. Developed first Apple Watch app at IBM for ReadyApp Retail.

Health Information Systems Intern 3M

May 2013 - August 2013

Austin, TX

- Developed a proprietary product release manager prototype using ASP.NET and C# to help 3M HIS visualize release dates, project milestones, and support windows.
- Collaborated with team members as part of an Agile Scrum team to implement a feature in 3M ChartScript that allows medical transcriptionists to process transcripts guicker and more accurately.

EDUCATION

B.S. Computer Science, minors in Mathematics, Industrial Design

Virginia Polytechnic Institute & State University (Virginia Tech)

August 2010 - May 2014 Blacksburg, VA

TECHNICAL SKILLS -

Proficiency in approximate descending order from left to right.

Languages Javascript, HTML & CSS/SCSS, Swift, Java

Libraries React, Redux, Reselect, Styled Components, Redux Saga, React Motion, D3, Node.js, Express

Tools Yarn/NPM, Webpack, Lerna, Jest, Prettier, Babel, Sketch, InDesign/Zeplin, Adobe Photoshop/Illustrator

Cloud AWS (Lambda, S3, API Gateway, EC2), Heroku

Storage DynamoDB, MongoDB, Redis

Methodologies Scrum, Agile, Kanban