Jesse Earle

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Polyglot software developer with experience building full stack web applications and native mobile applications.

Languages JavaScript (ES6/JSX), Swift, Objective-C

Frameworks React, Redux, GraphQL, OAuth2.0, Webpack, Babel, Alamofire, PromiseKit, Node.js, Express, Mocha, Chai

Databases PostgreSQL, Firebase

Work History

Yieldmo (02/2016 - 05/2017)

Senior Software Engineer

React, Redux, Babel, Webpack, GraphQL, Mocha, Chai, Enzyme, Node.js, Express, ESLint, Karma, OAuth2.0

- Built internal fullstack web application using Node.js/GraphQL and React/Redux to manage and generate ad creatives that are deployed on Google's DFP (Double Click for Publishers).

Swett (08/2015 - 02/2017)

Senior Software Engineer

Swift, OAuth2.0, Node.js, Express, Sequelize, PostgreSQL, Estimote

- Built an automated exercise tracking application and gym analytics tool that links small hardware beacons with an exerciser and begins automatically tracking treadmill/elliptical distances and free weight repetitions.

MallHawk, Inc (09/2014 - 09/2015)

Senior Frontend Software Engineer

ObjectiveSugar, Lockbox, FBSDKCoreKit, FBSDKLoginKit, Adjust, AFNetworking, Alamofire, PromiseKit, OCMapper, RestKit

- Built version 1 of I Wanna, a location based application that suggests where to go and offers discounts at participating vendors along the way.

Ember, Ember CLI

- Built version 1 of MallHawk. A marketplace for local vendors to compete with online retailers in an automated reverse auction.

Consulting (03/2014 - 09/2014)

High5Games

AngularJS, Node.js, Mocha, Chai, Gulp, Browserify, WordPress, Bootstrap

- Built API for filtering, sorting, and searching game data.
- Built API driven web UI for filtering, sorting and searching game data.
- Built UI framework for serving ads.

Shopbeam (03/2013 - 03/2014)

Senior Software Developer

AngularJS, Browserify, Node.JS, Express, Stylus, Jade, Sequelize, Postgres, Redis

- Built infinite scrolling dashboard for content publishers.
- Built AWS S3 Node.js module for streaming and storing images on S3.

ICC Lowe Thermal (03/2011 - 09/2012)

Senior Software Developer

Objective-C, Ruby, C#, MonoTouch, Surface 2.0 SDK, Express, RoR, CSS, HAML, JSON, MySQL

- Built multiple content dissemination playlist iOS application using Cocoa and MonoTouch.

- Built a 4 player touch table game for the Microsoft Surface (now called PixelSense).

- Built multiple websites and e-detailers.

Enterprise Systems & Services, Rutgers University (03/2010 - 03/2011)

Software Developer

Dojo, Java, SpringMVC, Oracle

- Built Rutgers' frontend Undergraduate Admission application.

Chromecell (09/2009 - 03/2011)

Programmer

Python, wxPython, COM

- Built cell line lineage tracker for the robotics department.

Education

Rutgers, The State University of New Jersey (2006-2010)