# Jesse Earle

NYC | earle.jesse@gmail.com | (908) 399 - 1635

*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)*