Jeff Lewis

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Profile

I am a full-stack developer with extensive experience in building software solutions for complex business problems. I am currently seeking a new position as part of a motivated team where I can share my passion for my work.

Skills

Comprehension of complex issues, Ruby, Ruby on Rails, Typescript, React, React Native, Redux, GraphQL, PostgreSQL, REDIS, Elasticsearch, iOS Development, Objective-C, Swift, HTML, CSS, Electron, Javascript, JQuery, Coffeescript, Heroku, DigitalOcean, AWS

Experience

SOFTWARE DEVELOPER, COHUB INC., NASHVILLE, TN – OCTOBER 2015 – PRESENT

Building mobile and cloud based business management software for inventory based companies as a full-stack developer.

- Transitioned a Rails 4 API with Angular client app to a Rails 5 web app to a Rails 5 GraphQL API with several React and React Native clients. This multi-tenant cloud based web app is fully featured with capabilities including Ecommerce storefronts with a theme editor; sale, return, purchase, and RMA processing; invoicing with terms, penalties, and discounts; and tiered pricing for customers, groups, and items. We scaled this application on Heroku and DigitalOcean, with connections to Elasticsearch, REDIS, and PostgreSQL to support our application's data and background tasks.

- Led a project to create and maintain a React Native mobile point-of-sale app for iOS that included barcode scanning, credit card processing, item and order level discounts and promo codes, rewards programs, customer credit accounts, split payments, gift cards, returns, and exchanges.

- Created a React Native inventory counting app for iOS and Android backed by two GraphQL APIs — one on Rails 5 for our core app and one on Rails 6 to connect to a custom Shopify App.

- Created Electron desktop apps for point-of-sale, printing labels and weighing packages.

SOFTWARE DEVELOPER, FREELANCE, JUNE 2013 – PRESENT

Developing iOS apps for consumers and clients. Project apps include a Bible reader, Photo Booth companion including backend server to handle image processing and storage, and a photo social networking app.

SOFTWARE ENGINEER, MAINTENANCENET / CISCO, CARLSBAD, CA – JULY 2014 - OCTOBER 2015

Built web apps for international service and contract renewal and quoting software, using a combination of HTML, Javascript, C#, CSS, SQL, XSLT, and a domain-specific language (DSL). Began mentoring and taught coworkers after only 1 month experience with this DSL.

MECHANICAL ENGINEER, NAVAL SURFACE WARFARE CENTER CRANE, FALLBROOK, CA – SEPTEMBER 2012 – JULY 2014

Supported the Expeditionary Systems Evaluation Division of Naval Surface Warfare Center Crane located at NWS Seal Beach Detachment Fallbrook, CA in two distinct engineering roles: systems engineering for quality of USMC PM Ammo ammunition procurement items and test and evaluation engineering of PM Ammo ammunition test events.

MECHANICAL ENGINEER, US ARMY CORPS OF ENGINEERS, SAVANNAH, GA – MAY 2010 – SEPTEMBER 2012

Oversaw all mechanical and plumbing construction projects for US Army Corps of Engineers at Ft. Stewart, GA. Provided engineering support to project engineers. Provided design support with biddability, constructibility, operability, and environmental reviews. Established and negotiated contract modifications.

Education

North Carolina State University — B.S. Mechanical Engineering, 2010

References

Jimmy Baker	CTO & Lead Developer, Cohub, Inc.	(615) 653-3454
Steve Roche	President, Cohub, Inc.	(615) 293-0814
Darren Richards	Software Engineer, Service Now	(937) 336-0400