

# Joseph Fraley: Software Engineer & Philosopher

---

- GitHub: <https://www.github.com/joefraley>
- Email: [joefraley@protonmail.com](mailto:joefraley@protonmail.com)
- LinkedIn: <https://www.linkedin.com/in/joefraley>
- Phone: [+1-\(503\)-367-1627](tel:+15033671627)

## Professional Experience

Software Engineer | [Aruba Meridian](#) (October 2016 – Present)

- A front-end single-page app for bluetooth beacons management and a CMS for native mobile location apps.
- Implemented feature-flags and account expiration enforcement that captured at least \$800,000 in outstanding payments.
- Expanded and maintained micro-services on [Google App Engine](#). For example, a [Python REST](#) API, [Node](#) location/routing service, front-end server, and more.
- Implemented token-based authentication for secure API access.
- Incrementally migrated a legacy [Django](#) monolith to a separate [React/Redux](#) front-end with a [GraphQL](#) interface.
- Implemented visual regression testing and screenshot diffing for front end projects. This was profoundly impactful on team productivity and confidence.

Software Engineer | [Idealist.org](#) (February 2016 – August 2016)

- Rebuilt platform from a [Python](#) backend and a [Backbone](#), [vanilla JS](#), [jQuery](#) site to a single-page web application using [React](#) and [Node](#), with server-side rendering and other modern features.
- Improved page load times by 5 seconds through major retooling of legacy build-process. From custom [Makefiles](#), [bash](#) scripts and

Browserify to Webpack.

- Fixed bugs and built new pages and features for a fully responsive, highly optimized web site.
- Collaborated in small teams and across teams using Agile methods and Kanban workflow.
- Extensive pair-programming and code review.
- Practiced TDD using test libraries like Mocha and Jest.
- Practiced continuous integration using tools in the Atlassian suite like Bamboo.

JavaScript Developer | Team Treehouse (November 2015 – April 2016)

- Built and deployed Treehouse courses including code challenges and project materials, unit tests, scripts, assessment tools, and curriculum outlines.
- Collaborated with designers, other instructors, and product managers to decide learning goals for students.
- Current courses include JavaScript Unit Testing – practicing TDD using Mocha and Chai by writing a game engine written in Node.

Lead Developer | PopSockets (May 2015 – August 2015)

- Developed a Shopify storefront for PopSockets – a shop selling grips and accessories for mobile devices.
- Built templates & responsive client-side tools for customizing products.
- Improved interactions using CSS3 features like flexbox layouts and CSS animations.

Instructor | University of Colorado, Boulder (August 2013 – May 2014)

- Developed supplementary curriculum for intro philosophy courses of more than 100 students.

- Provided instruction and test prep for courses in metaphysics, ethics, history of philosophy, philosophy of science fiction, critical thinking, logic, writing, and others.

## Personal Projects and Open Source Work

### ThingsSDK (2016)

- Contributor to open source suite of tools for writing and running **JavaScript** directly on micro-controllers.
- Added testing and CI to the project using **Mocha** and **Travis CI**.
- Improved command line experience by adding fail-safes, colored output, and other additions.
- Core contributor to [documentation and guides](#).

### CounterWatch (2016)

- A Skill for Amazon's natural language platform **Alexa** that reports the ideal counter for any **Overwatch** character on demand.
- Written in **Node** and deployed via **AWS Lambda**.

## Recent Volunteer Experience

### Front-end Developer | [XRAY.FM](#) (December 2015 – Present)

General web design and development. Built mobile-frist / responsive pages, integrated with remote payment service. For example: the [XRAY membership page](#)

### Full-Stack Developer | [Faunalytics](#) (August 2016 – June 2017)

General web design and optimization of their high-traffic **Wordpress** site. Manage a distributed team of volunteers using tools like Github, Slack, and Trello. Includes extensive work on their data visualization and charting tool [Animal Tracker](#).

# Education

MA, Philosophy | University of Colorado, Boulder (2012–2014)

Emphasis in metaphysics, philosophy of language, & ethics. Thesis: *Vagueness & Fundamentality*, 2014

BA, Philosophy | Western Washington University (2009–2011)

Paul J. & Rebecca Olscamp Scholarship 2009–2011. Outstanding Graduate, 2011. Vice President of Philosophy Club, 2010–2011.

Full-Stack JavaScript | Portland Code School (2015)

# Presentations

[Migrating to GraphQL in Production](#) | [GraphQL PDX](#) (April 2017)

Why its worth migrating from REST API's to **GraphQL** in production, and why the transition is inevitable anyway.

[Modular GraphQL Projects](#) | [GraphQL PDX](#) (February 2017)

How to keep development small and modular using schema-driven development with **GraphQL**.

Prototyping with React and Firebase | [Portland ReactJS](#) (August 2016)

Prototyping with React can be daunting when it comes with setting up **Redux** flows and editing **Webpack** config files. With the new **Firebase** API, you can skip all of that for dependable, scalable prototypes that are easy to use and understand.

How to Get Started with Elm | [Portland Elm Group](#) (April 2016)

An introduction to some fun **Elm** tools and open source **Elm** projects

seeking participants.

What is Elm? | [JavaScript Admirers](#) (March 2016)

An introduction to the **Elm** programming language in the context of modern JavaScript development.

Portland Elm Meetup Group Founder | [Portland Elm Group](#)  
(March 2016 – June 2017)