

Joe Mecha

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I am a software developer with a diverse, multidisciplinary background. I create maintainable, well tested software solutions that scale well using Ruby on Rails, PostgreSQL, GraphQL. I'm a valuable team member and fast learner bringing great communication skills, and Agile/SCRUM experience.

EXPERIENCE

Associate Software Engineer - Ruby on Rails – Measurabl, 2021 – 2023

- Developed and maintained an enterprise Ruby on Rails application serving as a high-volume RESTful API gateway to deliver industry-leading environmental data for the real estate sector
- Implemented new features that provided improved aggregated intelligence for 500 publicly traded real estate companies in easy to digest, business-focused formats for a non-technical audience
- Designed and implemented a solution to enhance the accuracy of building geolocation, resulting in a 50% reduction in external API usage costs, and substantially improved accuracy of results
- Led development efforts to create and expose an external Rails API for programmatic access to the company's core application; contributed to the internal Rails monolith, enabling external developers to build features against Measurabl's platform and streamline data management
- Improved application monitoring by instrumenting observability tools including Datadog and Sentry, reducing critical incidents and dramatically improving time to resolution
- Optimized RSpec unit and integration tests, achieving a 97% coverage of new code; iterated on existing tests to increase performance, reducing test suite runtime and cutting CI/CD costs
- Documented application onboarding, providing clear instructions on how to prepare their development environment, defining helper functions for setup/teardown leveraging Docker-ized services, and providing example scenarios for how to use the applications as a customer would. This effort allowed efficient ramp-ups for multiple new hires and external consultants
- Proactive and supportive teammate in a fully remote workplace. Initiated and led brainstorming and design sessions, while also conducting pair/mob programming sessions, and introduced new collaboration and estimation tools (Retrium and Pointing Poker) to foster collaboration

Lecturer and Youth Programs Coordinator – University of Colorado Boulder, 2017-2020

- Taught students from over 50 countries in Intensive English and special programs
- Led as Academic Coordinator of EducationUSA Academy, a US State Dept.-sponsored pre-college program, developed curriculum, mentored students, supervised staff
- Served as Communications Faculty and Advisor in Journey to Mars aerospace program

Public High Schools, Nagano, Japan – English Teacher, 2010 - 2016

- Part of an international team of educators providing students a safe and inclusive environment to learn and develop English language communication skills with intercultural understanding
- Increased elective course enrollment five-fold by implementing research-based best practices for foreign language teaching and community development
- Conducted, presented, and published research at Japan Association of Language Teachers (JALT)

EDUCATION

Turing School of Software and Design - Certificate, Back End Engineering

University of Massachusetts-Boston - MA, Applied Linguistics, Foreign Language Pedagogy

University of Wisconsin-Whitewater - BSEd, Education, English as a Second Language

University of Wisconsin-Madison - BS, Conservation Biology, Environmental Studies