

Josef David Lange

Technology Leader, Full-Stack Developer, Terrible Dancer

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Profile

I believe that in the right environment, I can direct and participate in the production of excellent software that people love to use, while enriching their lives.

Experience

Senior Software Engineer

Ever Loved; Seattle, WA, San Francisco, CA, Milwaukee, WI – 2019–Present

At Ever Loved our mission is to provide compassionate care and tools to the bereaved as they navigate the difficult journeys leading up to and in the wake of losing a loved one. Our stack is Django/Postgres/Bootstrap/HTMX/VanillaJS. In my capacity as Senior Software Engineer, I've implemented an eCommerce marketplace for funeral product vendors, modernized and unified payment checkouts for all money-related features, integrated numerous external services, re-imagined entire segments of user-interface, built high-performance reporting dashboards, and led efforts to modernize front-end code from its initial jQuery-era implementations to using modern "Vanilla" JS.

CTO, Co-Founder

SnapShip; Seattle, WA, San Francisco, CA – 2016–2019

At SnapShip I architected an entire software stack from conception to production: a Python-based REST-like web service with multiple data stores and indexes, a public API, React-based web applications for internal and external use, and Android and iOS client experiences (in early stages of the product's offerings).

SnapShip's requirements included an expert intelligence system, interpretation of geospatial data in realtime, and integration with numerous third-party services via a number of HTTP API interface styles (REST, SOAP, RPC). Second-generation fulfillment technology features include fast postal analytics and intelligence, innovative post-sale customer interactions, and a huge-scale order and warehouse management platform.

Senior Mobile Developer

Loup, Inc; Seattle, WA, San Francisco, CA – 2015–2016

Sole engineer responsible for second-generation mobile driver app for Loup -- a unique ride sharing service with a focus on the compromise between a town car experience and static pickup and drop-off locations. Focused on creating a simple yet powerful experience, including high-visibility on-screen mapping, clear direction via UI, and simple interactions for engagement when users (drivers) are only able to interact with their screen briefly while pulled over for a pickup.

iOS & Android Lead Software Development Engineer, WorkSpaces

Amazon Web Services; Seattle, WA – 2014–2015

Primary developer for Amazon WorkSpaces mobile apps for Android and iOS. Focused on delivering a consistent WorkSpaces experience that is respectful of platform UX paradigms. Leading efforts to increase usability and stability of apps. Overhauled customized testing and build systems for optimization of developer efforts for both Android and iOS

Education

B.Sc., Computer Science & Theatre Arts

University of Puget Sound; Tacoma, WA, 2013

Skills

(In no particular order). Full-stack software engineering, Python, Django, GoLang, *nix, Docker, AWS, ES6, React, PostgreSQL, Redis, Objective-C, Cocoa/Touch, Swift, Fastlane, Java, Android, Web Technologies (HTML, CSS, JS, common JS frameworks), Jenkins, Git