

# JOSHUA PUETZ

software engineer

address  
Sturgeon Bay, WI USA

email josh@grorichpuetz.com  
tel 608.772.1259  
url about.me/joshpuetz  
github github.com/joshpuetz  
twitter twitter.com/joshpuetz

## TL;DR

Smart, gets things done, help those around him get more done. Software engineer with 20 years of experience creating web applications. Experienced developer, leader, remote worker, and human being.

## Current Expertise

**Languages:** Ruby, Go, SQL, HTML

**Frameworks:** Rails

**DevOps:** Heroku, AWS

**Databases:** MySQL, Postgres, Redis

**Tools:** git, Rake

**Testing:** MiniTest, RSpec, Cucumber

## Experience

### Senior Software Engineer, CodeShip (acquired by CloudBees)

Remote 2016 - Current

Technical and team lead of the Web Guild implementing web frontend and backend features for CodeShip.com. Successfully coordinated groups of developers working in both Ruby and Javascript shipping features in two week sprints. Led sprint planning, retrospectives, and represented the team in company wide product architecture discussions. Notable contributions include:

- Upgraded 5 year old legacy monolith from Rails 3.x to 5.x
- Leading planning, discovery work, technical decision making and implementation of GitHub Apps and Marketplace integration for CodeShip
- Leading planning, technical design, and implementation of a new usage and pricing framework
- Conducting technical and culture add interviews of new team members, refining existing technical interview process to be diversity inclusive
- Documenting and improved on-call procedures, then spread that knowledge through the organization via presentations
- Organizing several team co-working trips and ran them as mini-conferences (led site selection, coordinated travel, and planned speaking/working schedule)
- Mentoring junior developers, both introducing them to existing codebases as well as pairing and fostering their technical development.

### Senior Software Engineer/Team Lead, General Assembly

Remote 2013 - 2016

Community: <http://directory.generalassemb.ly>

Led team shipping the first React/Redux application at General Assembly. Directory is user searchable directory of General Assembly alumni that helps students maintain connections with their cohort after graduating. Emphasis was on both shipping features quickly, as well as harvesting knowledge for reuse within the rest of GA's engineering organization.

- Architected and built REST API backend service for use with Rolodex and future Community products
- Helped build front-end client application
- Implemented Heroku Pipelines and Review Apps to dramatically reduce PR to deployment time
- Worked with Product Manager to implement iteration estimates and long range roadmap estimates
- Presented technical lessons learned to the rest of GA engineering via multiple presentations

Circuits/Learning Platform: <http://circuits.generalassemb.ly>

Started leading the team responsible for General Assembly's online learning platform after the product's first release. Worked with management to improve team composition and requirements/design/development workflow to overcome difficulties identified during the initial development period.

- Worked with Product Manager to identify gaps in requirement gathering, and help develop a coherent product roadmap
- Introduce administrative features to increase operational staff productivity and lower cost per student
- Developed features to support hosting additional courses and content on the platform

Core website: <http://www.generalassemb.ly>

Led a team of developers responsible for General Assembly's public facing class scheduling and payment processing web applications, for serving over 20,000 users a day and bringing in over 90% of GA's transaction revenue. Turned around a team and application stuck with legacy code into a nimble, reactive group spending more time on features than technical debt.

- Streamlined development processes through adoption of kanban boards for tracking delivery pipeline
- Managed merger of two related development teams into a single group
- Developed interview materials and conducted interviews to fill junior and senior developer positions
- Mentored junior developers in backend web development, testing, and data design
- Spearheaded department wide adoption of remote collaboration tools (Slack, Meeting Hero, Screen Hero)
- Reviewed pull requests and implemented team wide standards for review and release of new code
- Migrated and scaled server infrastructure from Amazon AWS to Heroku
- Led department wide efforts to move from monolithic apps to services
- Prototyped extraction of functions from large legacy application into a service architecture

### **Chief Engineer, TermSync**

Madison, WI and remote 2009 - 2013

Responsible for design and implementation of early stage startup TermSync.com, a business to business transaction processing platform. Started from scratch, site currently handles millions of dollars in transactions each month for over 1000 customers.

- Architected and built front end UI and backend application layers using Ruby on Rails and MySQL.
- Wrote automated systems to interface with financial institutions via ACH file format, currently processing over one thousand transactions per month
- Migrated and scaled server infrastructure from single hosted server to multiple servers running on Amazon Web Services.
- Implemented hooks to credit card processing gateways
- Redesigned slow serial batch processes to operate in parallel via queue processing
- Developed product features to drive user adoption of application: transaction import/export, flexible reporting, and business intelligence dashboards.
- Designed and implemented data storage and backup protocols, distributed deployment scripts, and document archival systems.
- Interviewed and hired candidates to grow development team from two developers to five developers

### **Software Development Engineer II, Microsoft (formerly Jellyfish)**

Madison, WI 2006 - 2009

Senior developer responsible for design and development of merchant feed related applications and general site features. Acted as a single point of contact for merchant and sales staff technical issues.

- Designed and implemented back and front end systems in Ruby and Rails that drove Microsoft Live Search Product Rank, aggregating purchase and search data for over 7 million products into popularity trends several times a day.
- Improved performance and scalability of Java and Ruby batch processes for launch of Microsoft Live Search Cashback, reducing database contention to improve database response times from seconds to milliseconds.
- Transformed a series of manual merchant offering feed related scripts into a single, automated validation and load process that currently handles feeds for over 700 merchants a day. Wrote critical internal tools to allow sales department to monitor the loading and parsing of feeds into live offerings on Jellyfish.com (and later Live Search Cashback).
- Designed and developed several REST APIs in Java and Ruby used by merchants and users to interact with data on Jellyfish.com. Wrote API technical documentation for consumption by end-users.
- Optimized performance and scalability of Java chat services on Jellyfish.com, improving application throughput by a factor of ten.
- Implemented dynamic web-based display of upcoming customer shopping event schedule.
- Wrote stress testing and batch process error reporting components adopted by other engineers as de-facto company standard.
- Developed interfaces and back end storage for a user to user messaging system in Jellyfish Smack Shopping that included private message, friend request, and reply functionality. Also wrote customizable email notifications to alert users of incoming friend requests, accepted friend requests, and periodic reminders of unread messages.

### **Senior Software Engineer, Next Wave Logistics Remote 2005 - 2006**

Designed and implemented of data exchange system for a web-based order entry application designed for the direct home sales industry. Accomplishments include:

- Designed and implemented Java based import and export processes to port thousand of legacy flat file records to a live production ordering system
- Developed automated build scripts to support deployment of data exchange system to multiple development, testing, and production environments and replace brittle, manual processes
- Introduced test-first design to team of four developers and management, led by example in implementing unit test suite
- Unified multiple application login screens into a reusable, single sign-on framework module

### **Software Engineer III, Oracle (formerly Retek) Minneapolis, MN 2002 - 2005**

Software engineer on several price management and point of sale products. Led a team of multiple developers implementing pricing and promotion functionality in a Java based, client/server application for major retail clients in England, France, and Australia.

- Designed and implemented future price prediction and "what if" functionality, the core feature in the product
- Wrote server side Hibernate mapping and HQL to map business objects to legacy database tables while developing department-wide Hibernate training materials.
- Mentored junior developers in JUnit and EasyMock usage.
- Led technical design of business functionality and performance tuning efforts
- Designed and implemented application wide frameworks for internationalization, logging, and security.

- Created automated ANT build scripts that reduced daily build procedure from a 90 minute manual process to a 10 minute automated process.

**IT Consultant, IBM Global Services** Minneapolis, MN 2000 - 2002

Client: US Bank

- Implemented Java servlets and Java Server Pages as part of a user interface and functionality redesign of client's online customer banking site (USBank.com).
- Mentored team of 5 junior employees in JSP technology.

Client: St. Paul Companies

- Performed design and development on a series of three projects for the Business Innovation Services group for a web-based enterprise application tied to legacy data sources in the insurance industry.
- Responsible for code design, revision, documentation, and unit testing.
- Developed and implemented message processing, business rules validation, and performance testing components that were harvested and deployed across the entire organization.
- Developed persistence level code reused by functional areas of the application to retrieve data from legacy DB2 data sources.

**Education**

- University of Wisconsin, Eau Claire, WI — Bachelor of Business Administration in Management Information Systems, 1999. Graduated Summa Cum Laude with University and Departmental Honors