

CODY SEHL

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Development Skills

Languages: Javascript, Kotlin, Ruby, HTML, CSS

Frameworks: React, Ruby on Rails, Android, iOS

SCMs: Git

Knowledge of: agile methodologies, pair programming, test driven development, object oriented and functional programming

Design Skills

Knowledge of: page layout, composition, typography, UI/UX prototyping, user flow creation, effective language and product copywriting

Independent Work

- Recorded a series of videos on the non-technical parts of software development: youtu.be/XDBo2qu8_8I
- Created native mac app to observe and debug changes to the filesystem: filewatcher.codysehl.net
- Wrote and bound book on Futura typeface and its designer, Paul Renner
- Continue to create writing that is both technical and accessible at blog.codysehl.net
- Created user flow mockups and design documents for independent project to send motivational text messages
- Recreated assignments from Fundamentals of 2D Design class at Knox College using HTML, CSS, & JS

Education

Bachelors of Arts in Computer Science at Knox College

Senior Software Developer

Gusto (2019 October – 2022 November)

- Increased the number of customers using fast payments (from 66% to 83%) by planning, leading, and contributing to projects that improve customer satisfaction and increase opportunities for upsells
- Built customer segmentation system for support and sales teams to increase satisfaction and retention of Gusto's highest value customers
- Improved company-wide developer experience by decreasing build times for mobile apps (Android: -4m, iOS: -30s), improving CI readability, and introducing pre-commit checks
- Grew the corpus of company-critical knowledge by investigating internal systems and mobile build tools (<https://youtu.be/m2Zb6NkqOn0> <https://blog.codysehl.net/2023/Understanding-the-XCode-Build-System/>)

Senior Android Developer

POSSIBLE Mobile (2018 September – 2019 October)

- Developed PGA Tour and ConEd mobile apps using modern Kotlin and Android
- Constructed JSON APIs and supporting documentation relating to data flow and system architecture
- Mentored junior developers and lead discussions on best practices regarding version control, design patterns, and clean code
- Analyzed and addressed compilation bottlenecks to improve average local build speed by 11%, CI build speed by 14%

Fellow

Turing School of Software and Design (2018 March – June)

- Developed new curriculum on Javascript fundamentals, test driven development, and React testing for future instructors
- Created bootstrap iOS application for national non-profit for women and girls in tech, allowing quick startup for new instructors
- Taught computer science principles through lecture, 1-1 pairing with students, and mentorship
- Lead group seminars on learning, culture, and responsibility in software development

Software Developer

Pivotal — Tracker Team (2015 August – 2018 March)

- Redesigned Pivotal Tracker's Android app and refactored iOS app to increase developer velocity and user satisfaction
- Delivered functionality for Tracker's analytics platform to allow for user metric collection and analysis
- Designed and developed new REST API endpoints for Pivotal Tracker using Ruby on Rails
- Participated in rigorous TDD and pair programming to deliver robust software with predictability and reliability

Creative Intern

NGP VAN Inc. (2014 June – August)

Software Development Intern

Pivotal (2013 June – August)

Software Development Intern

Dwolla (2012 June – August)