

## Stack Trace

### Frontend:

- HTML/CSS – Accessibility, Responsiveness
- JS – Performance, TypeScript, Webpack, Async
- React – Hooks, Gatsby, Next, Apollo, SSR
- Vue – Vuex, Directives, Data Manipulation

### Backend:

- Node – Express, Sequelize, Prisma, Publishing
- Python – Django, Flask, API Development
- Java – Academic Experience, OOP, Algorithms
- REST – Permissions, OpenAPI, Documentation
- GraphQL – SQL/NoSQL, Resolvers, Security

### Infrastructure:

- Docker – Compose, Cleanup, Health Checks
- AWS – S3, EC2, Lambda, Cloud Formation, EB
- Digital Ocean – SSH, Nginx, Deployment
- Firebase – Auth, DB, Functions, Storage

### Tooling:

- CI/CD – CircleCI, GHA, Appium, Selenium
- Data – User Analytics, Feature Metrics, Alerting
- Testing – Unit, E2E, Acceptance, Integration

## Interests

- **Cinephile**; big fan of horror, sci-fi and character drama; think *Black Swan*
- **Volunteer**; programming initiatives like #HourOfCode, Women in STEM, and UW Blueprint, UW CS Club, etc.
- **Gamer**; Into most games, from video-, to board-, to tabletop role playing- Learning C# and Unity for game jams!
- **Podcaster**; Started as a quarantine project, but now has over 60 episodes!

## Education

- B.AS of Nanotechnology Engineering  
University of Waterloo, 2021

## Summary of Qualifications

- Self-taught full-stack developer with experience in startups, big tech companies, volunteer teams and open-source
- Keen interest in computer science and best practices, evidenced through a portfolio of programming projects

## Work Experience

August 2021 – Present (San Francisco, CA)

### Sentry - Software Engineer [Ecosystem]

- Built and managed critical features for third party developer tool integrations, such as Slack, GitHub and Jira.
- Maintained platform integrity with new features and established practices for building Apps and using the public API.
- Led growth-focused initiatives to improve product adoption.

**Focused Skills:** Python/TS, Internal/External APIs, Abstraction, 3<sup>rd</sup> Party Services

May 2020 – September 2020 (Toronto, ON – Remote)

### Facebook - Software Engineer [Internal Tools]

- Shipped essential features to enable users on the recruiting platform to more quickly accomplish their core workflows.
- Collaborated with cross-functional teams to complete projects addressing user frustrations and design constraints.

**Focused Skills:** React, PHP (Hack), GraphQL, Relay, Phabricator, Documentation

## Projects & Neat Stuff

### Example App for Sentry – [github.com](https://github.com)

*A work project to build a reference application for 3<sup>rd</sup>-party developers*

### Twitter CLI via Node – [npmjs.com/package/twitter-cl](https://npmjs.com/package/twitter-cl)

*A little open source CLI tool for those allergic to the Twitter UI*

### Demo Fashion Retail App – [sick-fits.leanderr.now.sh](https://sick-fits.leanderr.now.sh)

*A functional clothing store, with Next.js Stripe, GraphQL, and Apollo*

### Conway's Game of Life – [conway.leander.xyz](https://conway.leander.xyz)

*See evolution as an oversimplified game! (React + Redux + Dark Mode)*

### A Pretty Rad Showcase – [leander.xyz/projects](https://leander.xyz/projects)

*My stylish static site built with Gatsby, React, Markdown and Netlify*