MADISON GRAMS

(678) 507-8192 | madisongrams.dev@gmail.com | https://madisongrams.dev

EDUCATION

Georgia Institute of Technology

B.S. Computer Science | 2019 | Summa Cum Laude

Concentrations in Artificial Intelligence and Systems & Architecture
- Teaching Assistant from Jan 2017-Dec 2019 for Discrete Math & Computer Architecture courses.

SKILLS

Python, React, JavaScript, TypeScript, Canvas API, three.js, Django, HTML, CSS, Software Design, Debugging, Unit Testing, PostgreSQL, Scala, Java, API Development, C#, C, C++, AWS, Web Development, REST, Redux.js, Node.js, Algorithms, Linux, Git, Bash

EXPERIENCE

Outer Labs, Inc. / Remote

Senior Software Engineer | August 2023 - March 2024
- Developed data-oriented analysis software for real estate portfolio management that enabled real estate developers to visualize and interact with space-planning data effectively.
- Contributed to frontend and backend code using Canvas, React, TypeScript, and PostgreSQL.
- Streamlined onboarding with comprehensive documentation, reducing time for engineers to begin coding.
- Optimized canvas and interaction code, significantly improving app performance.
- Established code review practices and enhanced team's code quality standards.
- Joined cross-departmental efforts to add a SaaS product offering to the existing client services portfolio.
- Spearheaded strategic planning for larger epics and future features.

cove.tool / Atlanta, GA

Senior Software Engineer & Tech Lead | March 2022 - May 2023
- Led development of drawing.tool, a React app using three.js, enhancing drawing and visualization capabilities.
- Refactored drawing.tool, reducing app load time by 30% and enhancing code clarity.
- Enhanced drawing.tool import and export to allow for integration with other 3D modeling applications, such as Rhino, Sketchup, and Revit.
- Increased unit test coverage, ensuring higher code quality and minimizing bugs.
- Managed a team of 5 engineers, leading to successful project completion and improved workflows.
- Mentored junior engineers, ensuring adherence to best coding practices.
- Conducted research on new technologies and frameworks.
- Drove project development from start to finish for 3D geometry-related features.
- Attended meetings with research, sales, and customers to provide technical insight for new feature requests.

Full Stack Software Engineer | June 2020 - March 2022

- Developed new features to improve cove.tool product using Django and React.
- Facilitated integration with popular 3D Modeling software applications (Revit, Rhino, Sketchup) with drawing.tool.
- Implemented detailed occupancy schedules, resulting in more accurate energy use calculations.
- Refactored user-privilege access and subscriptions, increasing collaboration among users by 40%.
- Oversaw release of v1 of drawing.tool, meeting release deadlines and increasing user interest.
- Focused on creating robust and reusable code, leading to decreased fatal exceptions and faster onboarding for new engineers.

Kabbage / Atlanta, GA

Software Engineer | January 2020 - May 2020

- Developed payment processing web application.
- Used RESTful services in .NET core, C# and Angular.

Twitter / New York, NY

Software Engineering Intern | May 2019 - August 2019

- Wrote a MapReduce Hadoop Job using Scalding to process millions of pieces of data daily.
- Developed an internal library in Scala to calculate differentials between entity objects.

Software Engineering Intern | May 2018 - August 2018

- Worked as a backend developer for a project to identify grammar and spelling mistakes.
- Developed multiple API endpoints in Scala for internal use by the Moments/Curation teams.
- Pushed bug fixes to Twitter iOS app.

Elavon, Inc / Atlanta, GA

Software Development Intern | May 2017 - August 2017

- Developed an iOS app in Objective-C for running & processing monetary transactions.
- Implemented Touch ID in the iOS app for easier user login.
- Added code coverage and unit test support for the app using Cobertura and Slather.