Mark Hildreth
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Skill and Experience Summary
Technologies: Python, Node, Ruby, C#, Node, Javascript, HTML/CSS
Databases: PostgreSQL, MongoDB, Redshift
Cloud: AWS (SQS, EC2, S3, RDS), GCP (PubSub, Cloud SQL, Operations)
Web Frontend: HTML, CSS, Javascript. With (and without) frameworks like React, Svelte, Tailwind.
Misc: REST, GraphQL, Docker, Kubernetes, Linux, 3rd Party API Integration
Roles: Developer, Tech Lead, Team Lead, Project Manager
Hobby Development: Embedded Development, Rust, Graphics/Game Programming, Tailwind

More Recently *February 2019 - Current*
I have had my career on pause for personal matters which are now resolved. During this time, I took up woodworking, learned Rust and Svelte, contributed to some open source projects, and participated in community theater. You can visit my website for descriptions of some software projects I worked on to stay fresh and learn new skills.

Software Senior Developer / Dev Team Lead, *StickerMule November 2017 - February 2019*
Lead a fully remote team spanning multiple countries/time zones that automated the printing of StickerMule's primary product. The software produced optimized queueing, batching and delivering of jobs to printers while giving machine operators full access to job history and progress. Within six months after starting development, the system was responsible for handling 88% of all StickerMule orders, with plans to expand it to more products.

Our team also was the test bed for many technologies and patterns being deployed to better isolate the various StickerMule services, including GraphQL, PubSub, gRPC, and various GCP monitoring tools.

Software Developer, *Fiksu/Meed Mobile April 2014 - March 2017*
Implemented a RESTful backend for the Plunder League app, which was successfully released on an accelerated schedule. Designed, planned and implemented new features while continuing reverse-compatibility with older API versions.

Improved data pipeline that handled batching events of over 5000 events per second into a Redshift database for aggregation, reducing an existing system of 24 hours to ship events to frontend APIs down to 6 hours.

Lead Architect, *Mobius Works February 2009 - April 2014*
Architected and developed a suite of software products (C#, Python, Flask, HTML/CSS, MySQL, AJAX, 3rd party integration) supporting integration between ConnectWise and various accounting software. During my tenure of this role, Mobius Works became the primary integration developer for ConnectWise, and the primary resource for ConnectWise customers seeking custom integration development.

Development of client's customizations to the Epicor MRP system using .NET and OpenEdge. During my tenure, Mobius Works grew to become the recommended consulting firm for advanced Epicor custom development. The libraries, documentation and processes I helped develop were still in use after my departure.

Education
Bachelor of Computer Science (2006)
Western New England University (formerly Western New England College)
Springfield, Massachusetts