MICHAEL McGRANAHAN

Software craftsman & teambuilder

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Empathetic collaborator • Values sustainable practices, diversity, curiosity, and courage • Challenge-seeker • Experienced in a variety of markets and organizations • Strategic thinker

HIGHLIGHTS

- **Creative execution:** Conceived and developed community opinion platform Blocvox.com, an easy, effective and fun way to advance one's communities in the public and against opposing causes.
- **Project management:** Led delivery of a stylized, <u>Sencha</u> single-page application for an internal social network despite obstruction and conflicting communication from client. · LAB49
- **Architecture:** Led the port of a gaming Q&A site from <u>Ruby on Rails</u> to <u>ASP.NET MVC</u> in an aggressive timeframe, while decomposing a generic Q&A platform from it. · GameFly
- **Business analysis:** Identified and resolved critical gaps in complex business requirements for a billion-dollar investment fund management tool, saving the project from failure. LAB49

DETAILED HISTORY

Blocvox · April 2012 – present

- Founder and sole builder emphasizing usability, performance, continuous deployment and security.
- Layout engine based on the strip treemap algorithm. Dynamic text sizing using binary search. Custom OpenGraph-compatible web page analyzer and summarizer.
- Performance: <u>CQRS</u> server architecture, built on ASP.NET MVC, <u>Castle Windsor</u>, and <u>MongoDB</u>, supports domain-driven design, eager read derivation, and flexible scaling options. HTTP caching variance on SSL. Hypermedia-ish API supports both search-engine indexing and a client single-page application built on <u>RequireJS</u>, <u>Backbone.js</u>, <u>Stylus</u>, and <u>Mustache</u>. Mustache templates are isomorphic across ASP.NET server and client.
- Security: Transparent CSRF protection. BCrypt password hashing.
- Automation: Automated testing (unit testing on server with <u>Moq+XUnit</u> and client with <u>PhantomJS+QUnit</u>, full-stack integration testing with <u>CasperJS</u>). Continuous integration with <u>TeamCity</u>, with scripted <u>Windows Azure</u> deployment.
- Storage: Distributed MongoDB replication over <u>OpenVPN</u>, MongoDB backups with XFS snapshots, periodic rsync backup of logs and filesystem content.
- Project is in maintenance mode, as of January 2014.

LAB49 · June 2010 – April 2012

- Consultant on time-constrained, low-latency financial analytics projects.
- Employed diverse technologies such as <u>Java/Spring MVC</u>; .NET/<u>WPF</u>; <u>SQL Server Analytics Services</u> cube/OLAP data mining; dynamic web charting backed by Web Sockets and long-polling; and testing with <u>jasmine</u>, <u>Selenium</u>, <u>Cucumber</u>, Ruby/<u>Capybara</u>, and <u>Node.js express</u> server mocking.

- Traveled occasionally and worked on geographically distributed teams.
- Practiced Scrum and other agile/XP-inspired methodologies.

GameFly · October 2008 – June 2010

- Engineer at game rental-by-mail company, pioneering technologies for the engineering department such as ASP.NET MVC, Ruby on Rails, <u>LINQ to SQL</u>, and <u>Lucene.net</u> full-text indexing.
- Built and maintained GameFly.com core retail site and standalone gaming communities.

Famous Interactive · January 2007 – October 2008

- Lead developer at four-person web consultancy, instituting revision control and work item tracking, and guiding team on security, <u>SQL</u> performance, OOP, and testability.
- Built and maintained a variety of websites, including social networks, geographic search engines, content management systems, and video streaming services.

UCLA · August 2004 – January 2007

Developed <u>SOAP</u> services for Exchange server calendar scheduling, and gradebook management.

Self · 2003 – present

Linux admin, including OpenVPN, virtualization, Apache proxies, S3 backup, XFS snapshots, RAID.

SKILLS

Expert

RequireJS, Backbone.js, Underscore.js • CSS3, Stylus, Less, Sass, responsive design • ES5 • HTTP • Git, SVN • C#, .NET, ASP.NET MVC, Microsoft Unity, Castle Windsor, MSBuild, IIS • SQL • MongoDB • Scrum, XP • OOP, SOLID • GoF patterns, PEAA • SEO

Working knowledge

Node.js core, npm, Express • ES6 • Web Sockets, long-polling • Ruby, Rails • Hypermedia APIs • Capybara, Selenium, PhantomJS, CasperJS • Apache • bash • Cucumber • ASP.NET Web API, WCF, WPF, Entity Framework, NHibernate, NuGet • Azure, AWS

Novice

CoffeeScript • AngularJS, browserify, bower, component, D3 • Kanban, buffered MOSCOW planning • F#, TypeScript, SignalR, Mono, Xamarin • AMQP, RabbitMQ

EDUCATION • UCLA, B.A. Political Science.