MICHAEL McGRANAHAN

Software craftsman

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Empathetic collaborator • Experienced in a variety of markets and organizations • Strategic thinker

HIGHLIGHTS

- Creative execution: Conceived and developed social publishing site Blocvox.com.
- **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

Stack Overflow · April 2014 – June 2016

- Advocated for architecture and code design improvements, such as CSS methodology standardization, greater codebase modularity, and expanded automated testing. Overhauled critical checkout code to pay down technical debt and increase clarity and testability.
- Collaborated deeply with product managers and designers to improve KPIs through incremental experimentation. Drove technical analysis, design, and end-to-end implementation for numerous user-facing projects, including a visually-rich product tour, A/B-tested enhancements to the purchase UX, and various opportunistic, context-sensitive UI prompts.
- Mentored junior developers through partnerships with the Flatiron School and Girl Develop It NYC.

Blocvox · April 2012 – February 2014

- Implemented custom tile layout engine based on strip treemap algorithm, and custom web page content analyzer and summarizer.
- Adopted a scalable <u>CQRS</u>- and DDD-based server architecture, built on ASP.NET MVC, <u>Castle Windsor</u> with custom event-wiring facility, and <u>MongoDB</u>. Heavily incorporated HTTP caching and content negotiation. Built UI as a single-page application with server-side rendering, using <u>RequireJS</u>, <u>Backbone.js</u>, <u>Stylus</u>, and isomorphic <u>Mustache</u> templates.
- Extended ASP.NET MVC with CSRF protection and BCrypt password hashing.
- Automated testing of server with <u>Moq+XUnit</u>, client with <u>PhantomJS+QUnit</u>, and full-stack with <u>CasperJS</u>. Automated <u>Azure</u> deployment with ssh and <u>TeamCity</u>.
- Secured MongoDB replication with OpenVPN, and backed-up data with XFS snapshots.

LAB49 · June 2010 – April 2012

• Consultant on time-constrained, high-performance 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; Web Sockets and long-polling; <u>Node.js/express</u>; and testing frameworks such as <u>jasmine</u>, <u>Selenium</u>, <u>Cucumber</u>, Ruby/<u>Capybara</u>.
- Traveled occasionally and worked on geographically distributed teams.
- Practiced <u>Scrum</u> and other agile/XP-inspired methods.

GameFly · October 2008 – June 2010

- Engineer at game rental 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.
- Maintained GameFly.com core retail site and built standalone gaming community sites.

Famous Interactive ⋅ January 2007 – October 2008

- Lead development at small 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

Administrate virtualization, Apache web serving and proxying, automated off-site backup, RAID.

SKILLS

Expert

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

Working knowledge

Node.js, ES2015 • Web Sockets, long-polling • Ruby, Rails • Capybara, Selenium, PhantomJS, CasperJS, Cucumber • Apache • bash • WCF, WPF, Entity Framework, NHibernate, NuGet, Ninject • Azure, AWS, Google Cloud • Elasticsearch, Redis

Novice

CoffeeScript • Web Components, AngularJS, React, browserify, bower, component, D3 • Kanban, buffered Moscow planning • F#, TypeScript, SignalR, Mono, Xamarin • AMQP, RabbitMQ

EDUCATION • **UCLA**, B.A. Political Science.

CERTIFICATION • Certified ScrumMaster