

Elliot Winkler

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Full-stack, self-taught developer with 10+ years' experience at product companies and consultancies. Passionate about architecting thorough solutions to problems through quality, well-tested code. Expert in understanding, implementing, and explaining algorithms and concepts. Excellent writer and communicator. Enjoys learning new technologies and languages. INFP.

EXPERIENCE

September 2016—July 2017 · Lead Developer, [Mossio](#) (Remote / Austin, TX)

Worked on various projects for small design agency. Established excellent rapport with clients. Gained experience in React, AWS Elastic Beanstalk, Docker, and Kubernetes.

March 2013—August 2016 · Developer, [thoughtbot](#) (Boulder/Denver, CO)

Thrived among wealth of talent at leading Ruby on Rails-based consultancy. Worked closely with clients to build applications in various domains; frequently collaborated with clients' existing developer teams in person or remotely. Gained new processes and practices to build software more professionally (frequent code reviews, product design sprints, weekly meetings and retrospectives). Gained experience with Angular 1, JSON API, and JSON Schema. Maintained popular open source library ([shoulda-matchers](#)).

September 2010—February 2013 · Developer, [LinkSmart](#) (Boulder, CO)

Developed and maintained customer-facing administration application (Rails, CoffeeScript, jQuery, Sass, Bootstrap). Gained exposure to Cassandra, designing query layer in Ruby used by front-end applications. Learned and used Puppet for server configuration.

August 2007—September 2010 · Lead Developer, [Premiere Collectibles](#) (Nashville, TN)

Learned Rails in order to build out and maintain e-commerce application. Wrote code to perform credit card payments via Authorize.net API. Designed backend system for use by customer service in administering orders and viewing reports, complete with user auditing. Designed application (Rails) for use by warehouse employees in shipping packages and printing labels via USPS, FedEx, and UPS. Designed point-of-sale system (Sinatra) for use in selling product at local events. Learned and employed TDD (RSpec, Cucumber) to provide quality assurance. Grew store from 10 orders/day to peak of 500-1,000 orders a day, scaling system from single server located in-house to multiple servers hosted on EC2 / Engine Yard. Migrated application code from Subversion to Git hosted on GitHub.

NOTABLE SIDE PROJECTS

2011—2017 · [shoulda-matchers](#)

Served as caregiver of popular open-source library, adding new features, making bugfixes, answering questions from the community, updating documentation site, and issuing new releases with announcements.

2012—2013 · [“rpg”](#) / [“sprite_editor”](#)

Gained experience in developing fully-tested, 100%-vanilla-JavaScript applications in creating clone of old SNES Zelda (partly complete) with accompanying pixel editor (mostly complete).

2006—2008 · Codexed.com (defunct)

Participated as half of two-man team in developing online personal publishing platform and community (Ruby on Rails). Wrote logic and designed UI for managing user content; wrote parser to create template engine ([Papyrus](#)) ultimately used by users to personalize their accounts.

OTHER EXPERIENCE

2013—2014 · Mentor, Turing School of Software & Design

Volunteered as personal shaman for code school students. Frequently met with lower-performing students to elucidate and illustrate difficult concepts and pair on assigned problems.

2015—Present · Author, [thoughtbot blog](#), [personal blog](#)

Donned writing hat and penned technical articles. Examples include: [“Testing Directives with Dependencies in Angular”](#) and the (ongoing) [“Making Minesweeper in JavaScript” series](#).