

Micaiah Wallace - Lead Software Engineer

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CERTIFICATIONS, SKILLS & INTERESTS

- **Technologies:** Go, Typescript, React, Node
- **Skills:** Software Architecture, Nuking Technical Debt, Debugging, Polyglot, Tech Lead
- **Interests:** Distributed systems, Low level system design, Optimizing performance, Network programming

WORK EXPERIENCE

Two Six Technologies

June 2023 – Present

Remote

- Lead Software Engineer | Jan. 2024 – Present*
- Managed 3 direct reports within my team
 - Provided technical design, decomposition and implementation of sophisticated features, including a dynamic form builder, as well as a feature rich reusable list view
 - Identified and implemented high impact UX improvements to the customer experience
 - Helped lead a tech debt guild to modernize and standardize the front-end code base
 - Improved developer velocity by developing tooling to develop the front-end against remote deployments

Senior Software Engineer | June, 2023 – Jan. 2024

- Developed the front-end application to support customer workflows, allowing migration from a competitor
- Delivered technical interviews to applicants for senior and lead level software engineering positions
- Improved documentation and developer knowledge share by implementing a custom component library

Red Hat

Nov. 2022 – June 2023

Raleigh, NC (remote)

Senior Software Engineer

- Design, develop and release features for internal web applications (React/Typescript/Node/Python)
- Collaborate with the team and stakeholders in an Agile methodology during project development
- Migrate and manage applications across Kubernetes clusters running on Open Shift (Gitlab CI, Kubernetes)

XOi Technologies

Aug. 2021 – Oct. 2022

Remote

Software Engineer

- Collaborate with Product Managers and other members of Engineering to groom, implement, test and code review new and improved product features in the web and cross platform mobile applications.
- I took initiative to convert the entire front-end react code-base type system from flow to typescript.
- I improved the stability and maintainability of an internal application used for testing mobile application deep links by rewriting it in react / typescript.
- Improved system stability and architecture in the front-end applications by implementing software design best practices.

Surveillance One, Inc

June 2014 – Aug. 2021

Lafayette, CO

Software Engineer | Oct. 2015 – Aug. 2021

- (Jan, 2021) Engineered and implemented a desktop application providing customers with the ability to manage credentials for their entire fleet of network cameras enabling them to meet security compliance standards and increase the security of their CCTV network. (Node, Typescript, Electron, AWS Lambda)
- (Oct, 2019) Deployed a cloud SaaS platform and developed custom feature sets using its public API to provide an automated process workflow for the service team. (Node, Typescript, AWS Lambda, AWS SQS)
- (Aug, 2018) Re-engineered and implemented an existing custom service ticket web application to improve page load time by over 50%. (React & Redux, Node, Typescript, Hapi.js, Docker, AWS ECS & ECR, AWS CodePipeline, AWS S3 & CloudFront, AWS SES, Redis, MongoDB)
- (June, 2017) Engineered and implemented an internal employee scheduling system built as a web application.

This improved efficiency and accuracy by removing unnecessary phone calls and manual email writing. (Node, jQuery, MySQL, WebSockets)

IT Administrator | June, 2014 – Oct. 2015

- Prior to my promotion to Software Engineer, I managed and deployed the IT infrastructure for the company.