Hello, I'm
Mike Constantino.

Software Engineer

CONTACT

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📍 Clermont (Orlando), FL

SOCIALS

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TECHNICAL SKILLS

Front End
- HTML/CSS/JS
- ES6
- React
- NextJS
- Styled Components
- Typescript
- Jest
- Cypress
- Serverless Architecture

Back End
- Go
- NodeJS
- Express
- PHP
- MySQL
- NoSQL
- Server Side Rendering
- Headless CMS

With 10 years of professional experience in software engineering, I have led various initiatives at DigitalOcean, including the development of the RBAC Standard Roles feature and the seamless integration of Paperspace and Cloudways. Proficient in Typescript, React, GraphQL, and - more recently - Go, I have demonstrated adaptability, technical leadership, and significant contributions across teams - always with open ears and a eagerness to learn.

EXPERIENCE

Senior Software Engineer I
DigitalOcean, Remote
May 2023 - Present

- Daily professional use of Typescript, GraphQL, React, Jest, Cypress.
- New (learning!) professional use of Go and Rego.
- Contribution across multiple teams, including Growth, IAM, and App Platform/Functions.
- Led the UI development of the RBAC Standard Roles feature on the IAM team, a highly requested feature that enabled customers to define granular roles for team members.
  - Played a key role in both the UI and backend efforts, working with Typescript, React, GraphQL, Go and Rego, and gaining valuable full-stack experience.
  - This project involved collaboration across nearly every team at DigitalOcean, demanding ownership and careful consideration of the overall architecture and strategic trade-offs for a rapid integration, all while ensuring the release of a polished and well-defined feature.
- Spearheaded the Paperspace Integration project, responsible for a seamless integration of newly-acquired Paperspace into DigitalOcean's billing platform.
  - Collaborated with design teams and the Paperspace team to deliver rapid value to users following the acquisition.
- Led the integration of an OAuth signup flow for Cloudways users, taking ownership of product management during the latter phase of development with loss of PM and designer.
  - Delivered a complex feature on time despite team changes, enabling seamless signups for Cloudways users with their DigitalOcean credentials from the Cloudways portal.
- Mentor and guide peers, enhancing team productivity and fostering technical growth across teams.

Software Engineer II
DigitalOcean, Remote
May 2021 - May 2023

- Led the development of customer-facing products on the DigitalOcean Cloud Control Panel, leveraging TypeScript, React, and GraphQL. Testing with Jest and Cypress.
- Migrated legacy Ember code to React.
- Led the frontend development for App Platform and integrated a new App Create experience, integrating new features from database trusted sources to encrypted environment variables.

- Coordinated efforts across engineering, product, and design teams through comprehensive design documents for App Platform.
- Led the UI team for DigitalOcean's App Platform product, applying product management skills to effectively prioritize tasks, organize work for peers and contractors, and ensure seamless collaboration across backend, design, and frontend teams.
- Oversaw the development of the Functions and App Platform frontend, scoping projects, and both introducing end-to-end testing patterns using Cypress and driving unit test coverage to 80% across the UI codebase, driving quality improvements across the company.
- Provided mentorship on frontend development, facilitated onboarding and interviewing of engineers, and authored key onboarding and interview documentation.

Senior Software Engineer
Aug 2020 - May 2021
Purple Rock Scissors, Orlando FL

- Development efforts shifted from the standard creative agency projects to working as a contingent worker with Facebook on their infrastructure/stack.
- Focus shifted inwards towards internal process efforts and mentoring and leading developers on the PRPL team.

Engineer
Aug 2020 - May 2021
Facebook (Meta), Remote

- Contract Engineer at Facebook, working primarily with the Facebook Connectivity team on the Facebook stack.

Product Developer
Jan 2018 - Aug 2020
Purple Rock Scissors, Orlando FL

- Acted as a primary developer in multiple agile and waterfall based projects.
- Developed and maintained large-scale applications used by thousands of users.
- Collaborated with designers, strategists, and project managers to create a wide variety of polished projects in a rapid, agile environment.
- Adapted to a rapidly changing work environment and industry - jumping from problem solving and porting legacy projects, to creating future-proof product experiences.
- Worked to find new ways to make code reusable, efficient, and understandable on a per-project basis.
- Worked with designers, project managers, and strategists to plan, prototype, and develop new features for existing applications.
- Collaborated directly with clients to identify realistic business goals and come up with adequate solutions.
- Continuously setup and maintained dev-ops server environments with docker, nginx, etc.

Web Developer
Mar 2015 - Jan 2018
Skillful Antics, Clermont FL

- Communicate with clients to achieve a final product and direct the technical conversation.
- Use problem solving skills to deal with client issues on a daily basis (over phone, email, etc).
- Develop full stack web products and Wordpress based websites.
- Deal with day-to-day issues that arise and problem solve to find solutions quickly and efficiently.
- Lead and guide the overseas development team.
- Attend client meetings alone and lead the intake conversation.
- Collaborate with a designer and strategist to create efficient and current websites for clients seeking to establish an online presence.

Based in Clermont, FL ->