NATE GRIGG

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With 20 years of experience, Nate has an intuitive creativity that is hard to come by in engineers. Combine this creativity with an uncanny knack for abstraction and you get ingenious technical solutions. Mix in Nate's natural aversion to inefficiency and you end up with truly elegant systems designs.

SOFTWARE ENGINEERING WORK HISTORY

Senior Software Engineer, Merit International Inc.

May 2022–August 2022

Back-end microservices

GO, KAFKA, POSTGRESQL, GOOGLE CLOUD PLATFORM

Senior Software Engineer, ReliaQuest

August 2021–March 2022

JAVA microservices built with SPRING BOOT, SPRING MVC, and POSTGRESQL, AMAZON WEB SERVICES

"Squad Lead" for a full-stack team porting an internal, employee-facing application to be part of *ReliaQuest's* main application, "GreyMatter".

Principal Software Engineer, Newfold Digital

A.K.A. Bluehost

Dec 2019–Aug 2021

PYTHON, DJANGO, FLASK, MICROSERVICES, JSON WEB TOKENS (JWT), RED HAT OPENSHIFT

- Tech Lead on a team with 4 fellow developers and a test engineer
- Built a DJANGO microservice from scratch
- Inherited two FLASK microservices.

Developer, Personal Project

Nov 2018–Oct 2019, Ongoing

See MAGiE below

Senior Software Engineer, Ancestry, Inc.

2015–2018

Microservices in JAVA, SPRING DEPENDENCY INJECTION, REFACTORING, MONOLITH BREAK-UP, JAX-RS, PKI, AWS, APPLICATION PERFORMANCE MONITORING (APM)

- Broke larger services into microservices
- Refactor service architecture
- Port services from .NET to Java
- Public Key Infrastructure, internal Certificate Authority
- Move services from internal data center to Amazon Web Services
- Integrate proprietary Application Performance Monitoring, and then refactor to New Relic

Senior Software Engineer, Intermountain Healthcare

2014–2015

SITECORE, CONTENT MANAGEMENT SYSTEM (CMS), C#, .NET

Senior Software Engineer, RedBell Real Estate

2013–2014

.NET, C#, ASP.NET, WEB FORMS, SQL SERVER

Senior Consultant, Application Development, Avanade Inc.

2006–2013

.NET, C#, ASP.NET, WEB API, ASP.NET MVC, AIRLINES, RESERVATIONS, CONSULTING

- Provided professional services, representing the client to the client's customers
- Advised many development teams on best use of client's tools and techniques
- Advised clients on best use of Microsoft tools
- Refactored an unfamiliar web application to integrate it into a larger application so the client could meet launch deadlines

Software Developer in Test, Control4

2004–2006

EMBEDDED LINUX, UNIT TESTING, SYSTEM TESTING, NETWORK TESTING, QUALITY CONTROL, C#

Software Engineer, ThoughtLab

2002–2004

.NET, C#,ASP.NET 1.0, ASP.NET 1.1

MOBILE PROJECTS

MAGiE: MAGnetic Interactive Explorer

Nov 2018–Present (When free-time allows)

IOS, ANDROID, BETA TEST MANAGEMENT, C#, SDK DESIGN, UNITY, COMPONENT-BASED DESIGN, ADVERTISING FRAMEWORK, MARKETING CAMPAIGN LINKS

Puzzle Game built in UNITY, released for IOS and ANDROID.

Including BETA TEST MANAGEMENT across both the APPLE APP STORE using TESTFLIGHT and the GOOGLE PLAY STORE using their beta test tools.

Also, a small C# library, containing core logic, released in NUGET.

The game is called MAGiE, short for MAGnetic Interactive Explorer. It's lots of fun; you should play it!

REST endpoint to provide mobile app with content from Sitecore Content Management System

2014

API DESIGN, JSON, CONTENT-MANAGEMENT SYSTEM (CMS), SITECORE, C#, .NET

Nate supported mobile developers to deliver their feature on time by releasing a useful JSON API from the new SITECORE CMS in a single sprint.

Mobile Web Application for booking flights

2010–2012

MOBILE DESIGN, UX, ASP.NET WEB API, C#, BOOTSTRAP FRAMEWORK

Led a revolving team of developers to deliver a MOBILE WEB APP to production for a major European airline.

Pivoted to enable client developers to wrap the web app in NATIVE APPS and distribute them in the APPLE and GOOGLE *app stores*.

US Patent 8942991B2: Agent-side traveler application for mobile computing devices

Application Filed May 2011

MOBILE UX, PROTOTYPING

Worked with the team to design and build a prototype to reduce the booking flow to a single swipe of a credit card.

Mobile Game in the Windows Phone marketplace

2011

C#, .NET, LINQ, GAME DESIGN, RELEASE MANAGEMENT

Released a puzzle game to the WINDOWS PHONE marketplace.

EDUCATION

Bachelor of Science, Computer Science
University of Utah

2002–2006