

# NATE GRIGG

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## CURRENT PROJECT

MAGiE (formerly (un-)known as Chain Chat)

Nov 2018–Present

Nate is currently working on a mobile puzzle game. It is built around the concept of binary-encoding or how to represent information using only **1'S** and **0'S**.

MAGiE is the name of the game. It was originally inspired by the *Castle Turing* chapter from Neal Stephenson's *The Diamond Age: A Young Lady's Illustrated Primer*.

Nate is working with a friend to build the game using the **UNITY** game engine with **C#** scripting. He has built a small library for the underlying bit manipulation and used **NUGET** to manage the dependencies in the **UNITY** project. Working on his Mac, he has learned about **DOTNET CORE** and he has been learning the **JETBRAINS RIDER** IDE to make his life easier.

## EXPERT SKILLS

Nate has expert skills in **JAVA 8**, **HTTP**, **REST/HATEOS**, **C#**, **.NET**. But his real passions are in the areas of:

**MOBILE STRATEGY**, and  
**SOFTWARE DESIGN** and **ARCHITECTURE**

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 designs.

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

This patent illustrates Nate's ability to reduce complexity. Here, the steps of finding a bus route, selecting a destination, booking a ticket, and collecting payment are reduced to a single swipe of a credit card.

## PROFICIENCIES

While he wouldn't claim to be an expert, Nate is proficient in **JAX-RS**, **ASP.NET MVC**, **MAVEN**, **ECLIPSE**, **INTELLIJ IDEA**, **VISUAL STUDIO**, **NUGET**, **MICROSERVICES**, **SCRUM**, **LEAN DEVELOPMENT**

## PAST MOBILE PROJECTS

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

2014

While working to convert the main website from **SHAREPOINT 2010** to the **SITECORE content management system (CMS)**, a new feature was being developed in the company's native mobile apps. Nate quickly exposed content from the CMS as **JSON** output so the mobile developers could deliver their feature on time.

### Mobile Web Application for booking flights

2010–2012

Nate built a prototype **MOBILE WEB APPLICATION** for making airline reservations using *Navitaire's* **NEW SKIES** reservation system. One of Navitaire's major European customers needed a mobile booking flow *yesterday*. Nate proposed polishing the prototype web app and the customer agreed.

During the polishing project, the CEO of the Airline insisted that the mobile booking flow be accessible from **ANDROID** and **IOS apps** in the app stores. While development continued on the mobile web app, developers working for the airline built native apps with web controls to wrap the mobile web app.

### Mobile Game in the Windows Phone marketplace

2011

Nate and a friend developed and released a puzzle game to the **WINDOWS PHONE** marketplace. Nate found many exciting technical challenges including programming animations and subtle interactions in the **WINDOWS PHONE** flavor of **SILVERLIGHT**.

Releasing the **MINIMUM VIABLE PRODUCT** taught Nate and his friend a lot about

**PROJECT MANAGEMENT** and **PRIORITIZATION**. While they hoped for greater success for the game, the lessons learned were well worth the effort.

## SOFTWARE ENGINEERING WORK HISTORY

### Developer, Personal Project

Nov 2018–

See [Chain Chat](#) above

### Senior Software Engineer, Ancestry, Inc.

2015–2018

Monolith BreakUp and conversion to Micro Services

Commerce department at Ancestry

Nate worked on replacing a suite of monolithic **.NET** services with Java **MINI**services. Aiming to build **MICRO**services, the team ended up building services that were a little larger than intended. So, while breaking up the **MONOLITH**, the team also worked on breaking the **MINI**services into **MICRO**services. The team also spent the last year “lifting and shifting” all of these services (**MICRO**, **MINI**, and **MONOLITHIC**) to **AMAZON WEB SERVICES**.

All this while implementing new features and helping the team raise their standards for software excellence.

Java 8, JAX-RS, REST, Micro-Services, Spring Dependency Injection, Maven

### Senior Software Engineer, Intermountain Healthcare

2014–2015

Non-Profit Healthcare Provider

Nate worked with the web team implementing the company’s main user-facing web site.

Sitecore Content Management System (CMS)

### Senior Software Engineer, RedBell Real Estate

2013–2014

Real-Estate Services company

ASP.NET Web Forms

### Senior Consultant, Application Development, Avanade Inc.

**2006–2013**

IT Consulting joint venture from Accenture and Microsoft

Most of Nate's time with Avanade was spent in Professional Services at Navitaire, an airline reservations company. Navitaire Professional Services assists airlines with implementation and customization of Navitaire's reservations platform. Nate mostly worked with airline web developers customizing various aspects of their booking flow.

**Software Developer in Test, Control4**

**2004–2006**

Home-automation startup

Testing hardware and software at a home-automation startup.

**Embedded Linux, C, C++, Custom Test Automation Software in C#**

**Software Engineer, ThoughtLab**

**2002–2004**

Custom web applications

**ASP.NET 1.0, 1.1**

## **EDUCATION**

**Bachelor of Science, Computer Science**

**University of Utah**

**2002–2006**

**Utah State University**

**1997**

**Salt Lake Community College**

**1996–1998**

**work in progress... more to come.**