NATE GRIGG

nate@nategrigg.com +1 801 599 NATE

CURRENT PROJECT

Chain Chat

Nov 2018-Present

Nate is currently working on *CHAIN CHAT* — A binary-encoding puzzle game. It is inspired by the *Castle Turing* chapter from Neal Stephenson's *The Diamond Age: A Young Lady's Illustrated Primer*.

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. Combining this creativity with an uncanny knack for abstraction and a natural aversion to inefficiency helps him see connections, find boundaries, and make truly simple 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,

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

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 MINIservices. Aiming to build MICROservices, 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 MINIservices into MICROservices. 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.