Neil C. Northrop

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Technical Tools

Ruby, Rails, Sinatra, Padrino, JSON/XML, Mechanize/Nokogiri, Postgresql, Sequel, Ruby AWS-SDK (S3 and SQS), Sentry-Raven, Whenever, Rspec/MiniTest, Mocha, FactoryGirl, Capybara, Rubocop, VCR, Git/Github/Gitlab, Bash scripting, Bootstrap/HTML/CSS, RabbitMQ, JIRA/Confluence, Vagrant, and VirtualBox.

Fidelity Life Association

Software Engineer

11/2015 - Present

- Worked on development of internal systems to handle and feed internal XML files to external sources.
- Helped develop an internal event driven system to feed incoming XML to downstream customers.
- Using Padrino, helped build out an internal web app for business users.
- Took over development of a simple Sinatra web app calling a 3rd party API.

Support Engineer/ Developer Apprenticeship 11/2013 - 11/2015

- Supporting multiple application products as Level 2 Support.
- Using in house tools to help cases move start to end.
- Using JIRA/Confluence tools.
- Worked with Rails 1.2.1 and 2.3.2 applications.
- Furthered experience with VI and VIM while working on remote servers.
- Joined the Software Apprenticeship program to become a Software Engineer.

Portland Code School

Jr. Web Dev. Student

06/2013 - 08/2013

- Intensive course built to provide essential skills for Jr. Web Developers.
- TDD with Ruby along side Rails development.
- Agile Development taught throughout the course.
- Launch apps with functional user design and hosted live on Heroku.

Professional Experience

28dayhug.com E-Commerce Website https://rails-28dayhug.herokuapp.com

- Migrating an existing site from Wordpress to a Rails environment.
- Implementing the payment processor using Stripe API.

ENSearch Music Search Engine https://ensearch.herokuapp.com

Personal project to help better understand Rails and 3rd Party APIs.

DotaMeter.com Site for Game Statistics https://dotameter.herokuapp.com

- Built from the ground up using Rails, Angular, and Mongo DB.
- Used Ruby to build a scraper, aggregate data, and built persistent statistics.