

NATHAN HAYFLICK

✉ nhayflick@gmail.com

🌐 nhayflick.github.io



988 Potrero Ave
San Francisco, CA
94110

in [nathan-hayflick](#)

🌱 [nhayflick](#)

Frontend Software Engineer building high-performance web applications in JavaScript, AngularJS, Backbone.js, PHP and Ruby on Rails, with additional experience in UX design, growth engineering and project management. Loves working at startups.

Skills

PROGRAMMING LANGUAGES

JavaScript
Ruby
PHP
CoffeeScript
CSS
SQL

FRAMEWORKS, LIBRARIES & TOOLS

Ruby on Rails
AngularJS
Backbone.js
React
jQuery
Less.js
Jasmine
Protractor
Memcached
WebSockets
Bootstrap

DEVELOPMENT METHODOLOGIES

Scrum
Test Driven Development
A/B Testing

Education

App Academy
Software Engineering 2013

Stanford University
BA with Honors Russian Language & Literature 2010

Employment

Rockbot

Frontend Software Engineer

Jul 2013 to Current

- Currently leading frontend development at a Google Ventures-backed startup. Built a large-scale AngularJS application used by Rockbot customers to control and customize their music streams across multiple locations. Experienced in JS application architecture, mobile-first UX design and cross-browser debugging.
- Codes product and API features on Rockbot's PHP/SQL/Memcached backend. Worked on a team tasked with migrating parts of the codebase from server-side rendering to an API-driven architecture.
- Contributes to Rockbot's growth engineering and SEO initiatives. Used A/B testing and UX design to achieve a sustained ~600% increase in the site's ability to convert visitors to active registered leads.
- Developed a JavaScript/Backbone.js application to power Rockbot's in-venue display signage platform. Gained experience tuning HTML5 performance to allow fluid and complex CSS animations in low-performance browser environments.

Subtext, Inc. (social reading startup acquired by Renaissance Learning)

Content & Marketing Manager

Jun 2011 to Nov 2012

- Managed the production and marketing of Subtext-exclusive ebook editions with external partners (Penguin Group USA, Random House, Inc., Simon & Schuster, etc.).
- Created full support documentation for Subtext's iOS and web products.
- Wrote and curated content for Subtext's official blog and social media channels focusing on literacy and educational technology.

Projects

React Native Music (<https://github.com/nhayflick/ReactNativeMusic>)

Native iPhone app for streaming music from SoundCloud, built in JavaScript (ES6) using React Native and Flux.

Scenius (<http://scenius-dev.herokuapp.com>)

A peer-to-peer marketplace for musicians to rent out unused instruments (coded with Ruby on Rails and CoffeeScript). Uses state machine architecture to track the reservation and rental lifecycle for each item, a recurring/delayed job worker queue to handle scheduling for bookings as well as to send emails and hold/release renter deposits and the Balanced Payments API. For hosting and asset storage, I used Heroku and Amazon S3. Code available at <https://github.com/nhayflick/stage-hand>.

Paper Kanban (<https://fiery-heat-4015.firebaseio.com>)

A Trello-style project management app reimaged to fit with Google's new Material Design UX specs. Utilizes AngularJS, flexbox CSS layout, and real-time WebSocket integration/data persistence through Firebase. Code available at <https://github.com/nhayflick/angular-firebase-trello>.

Activities

Electronic Music Production and Sound Design

I produce and write music: <https://soundcloud.com/manhattoes>