

Derek Rush

Fullstack Engineer

Since the creation of my first app in 2003 I've always been drawn to the overlap between design and development. My skills are broad: from UX to design, front end to back end development. I enjoy each aspect, and love building sites from start to finish & exploring new technologies.

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Technical Skills

- | | | |
|-----------------|------------------------|------------------|
| • Node | • Apollo | • MongoDB |
| • React | • JavaScript, ES6, ES7 | • Sketch |
| • GraphQL | • SQL | • Photoshop |
| • Ruby/Rails | • Webpack | • Pug |
| • Elasticsearch | • Express | • HTML5 and CSS3 |

Experience

Gravit.ist | Co-Founder, CTO

May 2017 - June 2018

Created this online service to facilitate real estate agents being able to order aerial photographs and videos of properties for marketing of residential homes. Basically this service acts as a job board for licensed drone pilots to find local filming opportunities for fast cash do what they love. Features I engineered for this product include:

- Multiple role authentication and authorization using JWT consisting of agents, pilots, and administrators.
- Automated transpiling of video that includes personalized branding and high res photos.
- An admin dashboard for managing pilot performance, as well as overseeing every order and video for quality control.
- Implemented Stripe for payment processing when agents place an order, we also process payment transfers to pilots once the video they submit is approved by an admin.
- On completion of an order the agent is provided a public gallery page with videos/photos alongside listing details for the property and a lead capturing tool so the agent can contact interested parties.

W+R Studios | Senior Software Engineer

Sep 2011 - Feb 2016

Over the span of several years I assisted in maintaining and launching 4 SAAS/Rails projects within a small, agile team for the real estate industry. The last contributions I made at W+R were on a project named Cloud MLX. MLX is a fresh and innovative interface (JavaScript) for realtors to search MLS listings. It provides real estate professionals the same level of user experience that consumers have grown accustomed to with products like Zillow and Trulia. My team worked regularly on the ingestion (Ruby) and normalization (Elasticsearch) of massive amounts of listing data from hundreds of sources to make Cloud MLX possible. **Cloud MLX was awarded the 2016 Inman Innovator Award for Most Innovative Technology.** A few ways that MLX diverted from previous projects at W+R include:

- The Ruby gem used in all other previous projects was expanded into a API that all projects could consume.
- This was the company's first SPA.

Kajabi | Software Engineer

Aug 2008 - Feb 2009

This e-learning content delivery system was pre-launched in 2008 and required a templating system to brand courses and convert site visitors who have viewed trailers explaining course curriculum into paying students. This was accomplished by creating dynamic stylesheets by choosing colors, picking one of 5 layouts and uploading any necessary images. I finished this feature by on-boarding multiple legacy clients that had sites built manually to the new system.

Foldera | Software Engineer, Lead UX Designer

Jun 2001 - Nov 2007

As the first hire at this startup I wore many hats over the years including everything from programming C# and ASP.net to managing the entire front end with a team of 5 developers. Foldera was primarily project collaboration software that boasted such features as:

- WorkFolder aware email, meaning if you sent a email from a WorkFolder the email would return to that same WorkFolder.
- Contextual documents, calendar, tasks, and notes.
- Granular security for each document, user group, and productivity tool within any given folder.
- WorkFolder instant messaging using Flash.

Foldera grew to have about 50 employees including board members Micheal Arrington (Techcrunch), Jnan Dash (Oracle), and David Madison (Microsoft).

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