

Software Engineer

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Mitch Robb



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I'm a quality-driven, pragmatic and highly motivated software engineer who loves working on the latest and greatest on the web. I'm looking for a team that doesn't compromise on quality—in its product or its code. I love (modern) Javascript, and write clojure (for fun) and python (when it's practical) in my spare time. I have product management and technical writing experience from a past life, which help me communicate tough concepts to diverse audiences, and to understand the design of the products I develop as well as the implementation. I love to teach and to learn. I can jump really, really high.

Work Experience

Bottlenose, Inc. *Lead Software Engineer*

Developer of software
for next-generation
data discovery.
Mar 2015 to present

- Led a team of engineers developing the frontend of the company's new data analysis and discovery platform, built with Javascript ES2016, React and Redux. Met tight startup deadlines, delivering a product that feels and works great from a user's perspective and that's a joy to work in from a developer's.
- Added major new features to the company's legacy data analysis platform, on both frontend and backend, including the main navigation and data-selection component, user-configurable dashboards, an admin interface, and several detailed reporting views. Used Backbone and Marionette to build the frontend, and Node.js with MongoDB and Express for the backend.

Honey *Software Engineer*

Creates tools that
automate deal-finding
and product discovery
on the web.
Sept 2014 to Mar 2015

- Built features and squashed bugs in the company's web, browser extension and iOS products across front- and backend, in CoffeeScript, Javascript, Swift, PHP, and HTML5/CSS3.
- Collaborated to design the frontend of a new web product, focusing on ease of development and maintenance, isomorphic/universal rendering for SEO and fast pageloads, and scalability.

Currie Tech *Product Manager 2010–2014*

Hybrid-electric bicycle
manufacturer.
2008–2014

- Managed the IZIP, eFlow, and eZip lines of electric bicycles (about 12 distinct models), working closely with the software engineering team to develop and test the software programmed into every bike sold, both remotely and on-site in China and Taiwan.

Project Highlights

Nervecenter 3 *Bottlenose, Frontend technical lead*

www.bottlenose.com

A platform for easily
and intuitively
harnessing data
intelligence and
discovery — without
needing help from
data scientists or IT.
2014

- Architected the application's frontend from the ground up, focusing on performance when handling a large volume of data. Concentrated on developer experience by introducing software and tools that made development significantly easier compared to our other projects, maintaining high test and documentation coverage, and writing maintainable, reusable code. Ensured user experience was excellent by working closely with our product and UX teams to balance technical and user requirements.
- Mentored the frontend team as we successfully met ambitious deadlines while learning a new stack. Concentrated on lifting the working level of all engineers on the team by being a technical go-to, encouraging code review, doing pair programming, and facilitating documentation writing and information dispersal.

Milk *Honey, Software Engineer*

An iOS app that
automatically loads
coupons onto your
store rewards card.
2014

- Built the product website from scratch, including a responsive frontend with pixel-perfect CSS and backend features including mailing list signup, SMS notifications, and user management.
- Reverse-engineered and documented several internal grocery store APIs, then wrote Swift and CoffeeScript code to interface with those APIs from iOS and Node.js.
- Implemented features, created UI elements and fixed bugs while quickly learning the Swift programming language and iOS/Xcode dev environment.

Education

Cal. State University, Northridge

Bachelor of Science, Marketing

Graduated 2010