Spencer Rhodes

User Interface Developer

Building compelling user interfaces

I'm a front-end web developer with a passion for creating visually stunning and user-friendly applications and websites. My background in art and design also gives me a unique perspective in my work, and my diverse interests in science, technology, and music, always drive me to learn something new. I am a curious and inquisitive person who is dedicated to always improving my skills and abilities.

https://www.spencerrhodes.dev

https://codepen.io/oobleck

in https://www.linkedin.com/in/oobleck

https://fosstodon.org/@oobleck

↑ https://github.com/oobleck

Skills

Programming Languages

Javascript, Typescript, Python, PHP, Java, Bash, CoffeeScript, css3, html5

Web Development

Angular, AngularJS, Astro, Sass, Bash, Linux, Docker, Karma, Jasmine, Cypress, Jest, NodeJS

Dev Ops

Jenkins, Artifactory, AWS, Docker

Experience

Sr. Software Engineer - Fortify UI Lead

Open Text (Formerly Micro Focus)

https://www.opentext.com/products/security-cloud

May 2020 - Present Santa Clara, CA & Remote

Tech: Angular, Typescript, Sass, AngularJS, Karma, Jasmine, Cypress, Storybook, Angular Material, Java, Gradle, Git, Jenkins, Artifactory

- Technical UI lead for a team of 5 engineers globally
- Improved app load time by 30% with aggressive lazy loading and leveraging the Ivy AOT compiler

- Introduced higher standards for code quality with pre-commit checks and automated testing
- Introduced style guides for whole UI tech stack
- Upgraded and re-engineered primary feature to Angular 10 with state management & simplified maintainability
- Added tests for legacy code written without tests

Sr. Member of Technical Staff (UI Engineer) Jul 2015 - Apr 2020

San Jose, CA

Cohesity

https://www.cohesity.com

Tech: JavaScript, TypeScript, Sass, AngularJS, Angular 8, Karma, Jasmine, Jest, Angular Material, YAML, Go

- Created a living style guide showcasing existing UI widgets and style patterns for easy reference by teams across multiple continents to improve consistency of user experience
- Architected mission critical disaster recovery & clone UI workflows for MS SQL & Oracle Databases, Pure storage arrays, NAS appliances, VMware Virtual Machines, and File recovery
- Built UI to restore protection jobs archived on cloud storage services like AWS, Google Nearline, etc.
- Worked closely with UX team to revise and implement the vision while meeting technical needs and limitations
- Unit tested code to ensure quality using Karma, Jasmine, and Jest

Sr. User Interface Engineer

Feb 2014 - Jul 2015 Los Gatos, CA

Badger Meter

https://www.badgermeter.com

Tech: JavaScript, Sass, AngularJS, Backbone, Python, MySQL, AWS

- Architected and implemented a white-labelled and localized prototype RESTful application for Utility customer-outreach using AngularJS
- Created a UI style guide to unify and streamline reuse of UI components across multi-disciplinary teams
- Introduced coding standards and procedures for building user interfaces on multiple applications
- Implemented Python and MySQL backend + REST services for new featuresTechnology

Feb 2010 – Feb 2014 Palo Alto, CA

Frontend Engineer

Alliance Data Systems (formerly SolutionSet)

https://web.archive.org/web/20141010102537/http://www.solutionset.com/

Tech: JavaScript, jQuery, Sass, AngularJS, Backbone, .Net, Ruby

- Lead Frontend Developer on projects for clients like Adobe's EchoSign, Cloudera, and VMware
- Heavy use of JavaScript, jQuery, Sass, and HTML5, including Backbone and AngularJS application development
- Worked extensively with Content Management Systems like Adobe CQ (Adobe AEM), Sitecore, and Crown Peak

Education

San Francisco State University

Jun 2006

https://design.sfsu.edu

BA – Industrial Arts - Product Development

Activities

- President Industrial Designers Society of America-SFSU Chapter (IDSA-SFSU)
- Member Society of Plastics Engineers (SPE)

Recent References

- "It was a privilege to work with Spencer at Cohesity for more than 2 years. He is one of the best Frontend Engineers I have worked with. The level of quality in the features he has developed is exceptional. He would always work on a feature with a future vision which helps in scaling the feature with minimum maintenance. He brings in a lot of best code practices to the team via his code reviews. His feedback is always valuable in enhancing the code and design quality of the product. He is always available for help when the team is in need. He has the capability of taking massive projects and architect them. He is an excellent communicator and always vocal about new ideas for improving the product. He would be a great asset to any team he works for. It was a pleasure working with Spencer and would highly recommend him."
- Maulik Fojdar @ Cohesity
- "I've been working side-by-side with Spencer at Cohesity for almost five years, and he is a solid contributor that has a strong propensity to do things the right way. This is apparent in his attention to detail in code reviews, commitment to unit testing, defining and documenting of standards and best practices, and authorship of a flexible JIRA dashboard that countless co-workers use. Over the years, he has helped move the team forward in many ways while juggling feature work and assisting with customer issues. Cohesity wouldn't be where it is today without his efforts, and I'm grateful that he is a part of our team."
- Jeff Howard @ SolutionSet & Cohesity
- "Spencer is reliable, dependable, and meticulous. I have had the pleasure of working with Spencer for the past 2 years at Cohesity and every project that he is put on, Spencer completes his projects on time and with great quality. I have never had to follow up with Spencer to figure out where we stand on our engineering deliverables because he is trustworthy and highly dependable. If there are roadblocks to our deliverables, Spencer would inform me so that we can work together to remove the roadblock. Spencer is an asset to any organization and I am very happy to have such a reliable engineer working with me at Cohesity."
 - Dominic Cheah @ Cohesity