

Paul Armer (*he/him*)

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RELEVANT WORK EXPERIENCE

Sr. Software Engineer / Project Lead

Autodesk, 2019 - 2022

- ▶ Managed multiple projects on my cross-functional team from ideation through deployment and testing, as well as created plans for ongoing maintenance.
- ▶ Started and scaled my division's integration with an internal Continuous Localization service, which provided automatic and updating translations to production-released code within 1 hour.
- ▶ Proactively identify, assess, and mitigate project risks by planning out a roadmap of multiple Agile/Scrum sprints worth of work at a time and communicating adjustment to project delivery estimates.
- ▶ Presented quarterly to stakeholders and other peers at division-wide meetings about product delivery updates and process innovations.
- ▶ Researched the feasibility of potential features by digging through legacy code, soliciting feedback from engineers outside my team, creating prototypes, then sharing findings with the product team.

Product Engineer

Booking.com, 2017 - 2019

- ▶ Developed and conducted technical interviews with an emphasis on empathy for all-involved, simplifying the recruitment process without sacrificing assessment ability.
- ▶ Built-out an onboarding guide that streamlined experience for new engineers allowing them to write production ready code in half of the time.
- ▶ Collaborated globally to gather product requirements and deliver developer support as our product expanded to new regions.

UI Designer / Web Developer

Study.com, 2014 - 2017

- ▶ Collaborated closely with product owners and backend engineers to design and implement UI/UX for new features.
- ▶ Consulted analytics data at every step of the product process to ensure app development would be impactful.
- ▶ Defined frontend coding standards and gathered feedback to optimize development processes and product quality.

EXPERIENCED TECHNOLOGIES

Software Engineering

Javascript, Node.js, React, Redux, AngularJS, HTML, CSS, Django, Webpack, AWS, S3, MongoDB, MySQL, Node, Tableau, Jenkins, XML, Bootstrap, Git, Github, RESTful APIs

General Applications

Jira, Confluence, Google Drive (Docs, Sheets, Slides, Forms), MS Office (Word, Excel), Photoshop, Illustrator, Figma, InDesign, Inkscape, GIMP

OTHER EXPERIENCE

TTRPG Gamer

- ▶ Designed immersive campaigns as a Game Master, ensuring a balance of challenge, creativity, and fun to cater to diverse participant preferences.
- ▶ Exhibited strong problem-solving skills by collaboratively improvising solutions to unanticipated scenarios in real-time without hogging the spotlight or stalling gameplay.
- ▶ Actively listened to fellow players, contributing thoughtful decisions that aligned with group goals and enhanced collaborative storytelling.

Multi-media Artist

I took a break from my software career in 2023 and took many art classes to explore my passion for art and design.

- ▶ Oil & Acrylic Painting
- ▶ Pottery (Wheel & Hand-built)
- ▶ Laser-cut Wood & Acrylic

Check out my website for photos of my work!

EDUCATION

Software Engineer, B.S.

Cal Poly San Luis Obispo, 2009 - 2014