Paul Shorey | hello@paulshorey.com | Portfolio/GitHub: http://paulshorey.com

Full-stack JavaScript engineer | ES6+ | NodeJS | Bash | APIs | UI dev/design

03/2020 - 12/2020 (remote)

Self Employed - Software Engineer (*please visit:* paulshorey.com)

Built React apps and NodeJS APIs. Made a SaaS product and some proof of concepts.

- Built text-analysis tools and APIs for domain registrars, hosting, chatbot and AI companies.
- Published web apps, open source tools, APIs, SSR sites, JavaScript libraries and node modules.

Used NextJS, ES6-10, OpenAPI, Bash, Gatsby, UI/UX, Puppeteer, GIT, Linux, PostgreSQL, SCSS, NPM modules. Tried and would like to work more with: GraphQL, ElasticSearch, IndexedDB, Typescript

03/2018 - 03/2020 (Glendale, CA)

Beyond Limits - Software Engineer (beyond.ai)

Fast growing AI startup building web based applications to automate the energy industry. Ambitious deadlines and turnaround times - great practice working in an agency environment, communicating effectively, and architecting apps to be easily refactored. Learned a lot!

- Visualized a lot of data using D3, React, Plotly, HighCharts, and custom written vanilla JS
- Built apps with React + Redux, Vue.js, Angular 8, webpack, GIT, Jest unit testing, Bootstrap
- Worked with data scientists. Helped with Python. Exposed to Postgres, AWS, and big data.
- Also used Docker, Jira/Confluence, and a lot of data manipulation with plain ES6 JavaScript

12/2016 - 11/2017 (Draper, UT)

Luxul - Software Engineer and UI Designer

Architected modern responsive microservices software to complement their award-winning hardware.

- Designed a mobile-first UX with Google's Material UI to fit the company's branding and mission
- Developed mobile-friendly admin dashboard apps to configure WiFi routers and more advanced networking devices such as switches and power bricks
- Used MobX, Webpack, Jest unit testing, Styled Components, and JSON-RPC communication
- Recruited junior developers, attended trade conferences, worked with marketing team

03/2015 - 03/2016 (NYC)

YouNow.com - Javascript Engineer

Glad to have been a part of this very cool live-streaming video social network talented dev team.

- Helped to gamify and extend the video player and live chat, using AngularJS. Improved UI
- Managed live data, websockets, video feeds, multiple API endpoints. Jasmine unit testing
- We used Agile/Scrum to move fast, and Jira to coordinate tasks between team members
- A/B testing, internationalization, Stripe payment processing, full-screen custom video player

10/2009 - 03/2014 (remote, NYC based)

FocusFeatures.com - Lead Web Developer

An enterprise website for Indie Film enthusiasts and professionals. Visited by 1M+ monthly.

- Led development on a small team, collaborated with marketing, helped with design.
- Developed a modular web templating framework that was integrated with a custom CMS
- Built Google TV enabled service for smart televisions, controlled with only a remote
- Built responsive, pixel-perfect web pages and apps to feature articles/videos/slideshows

BFA Media Arts - Graduated 2009 from Hartford Art School in West Hartford, CT
Plus, countless online tutorials, ebooks, reference guides, YouTube videos, podcasts, and Github forks.

Coming from a design background, I love to create beautiful user-friendly responsive products.
Love using programming to create something that does not exist - new and innovative solutions.

I haven't considered myself a "software engineer" until recently. Looking back at my past however, I've been a software engineer from day one. The first thing I developed was actually a full-featured content management platform. Not satisfied with the clunky awkward Wordpress/Drupal/Joomla back in 2008 (the interface was terrible), I learned PHP and MySQL in my senior year of college, and built a CMS with a much better and easier UI.

I used that to automate and build websites for local artists and businesses, focusing more on design. At Focus Features Films, I developed mini-sites for each new feature film. That was a dream job. I collaborated remotely with a small team from 2009-2014. That was mostly jQuery. Since then, I've explored different industries, and gathered experience building modern applications, using React and Angular. I also really like Vue.js. They're all great! Now finally feeling comfortable with it all, getting pretty good, but there is always so much more to learn! It's no longer overwhelming, but empowering.

Looking for another remote job. I work best in my own home office, with no distractions of a busy corporate space, everyone yelling across the room. Looking forward to pair-programming via screen-sharing, virtual meetings with multiple monitors at my desk, and sending ideas back and forth on Slack and in pull requests. I miss code reviews. It drives personal and team innovation - reading a team-mate's code, discussing it, and learning from it.

Summary of technologies I've worked with:
Front-end:
React, Redux, ES6+, Styled-Components, SCSS, Responsive design, mobile first, design, Vanilla JS, NPM modules, NextJS, Gatsby, REST/CRUD, MobX, RxJS, Jest unit testing, Typescript, GraphQL, Vue.js, AngularJS, Angular 2-10, SVG animation, icon fonts, browser extensions, JS Docs, Markdown
Back-end:
Node.js, ES modules, RegExp, Bash, CLI, GIT, SSH, Linux, functional testing, data mining, Apache server, PHP, PostgreSQL, MySQL, ElasticSearch, MVC, API development, AVA unit testing, JSON

Personal interests:
When not in front of the computer screen, I'm usually building something in the garage. I've developed a one of a kind hydroponic vertical gardening system for the kitchen, where my wife and I grow microgreens. We harvest them fresh as needed, every day. I enjoy building LED lighting systems and custom lamps. I keep saying I'll make more fine art, but never get around to it. Currently taking a break from hang-gliding, skiing, and other mountain adventure sports to focus 150% on tech and web development.