Philip Broadway

Address
1712 Band Saw PL NW, Albuquerque, NM 87104
Phone
505-808-9097
Email
me@philipbroadway.com
Website
www.philipbroadway.com
LinkedIn
www.linkedin.com/in/philipbroadway

Profile

- Over 17 years of experience in full-stack engineering, leading teams in developing interactive applications, web services, and native mobile apps.
- Expertise in Ruby on Rails, React, AWS, Python, Terraform, and infrastructure management with a strong focus on scalable and reliable solutions.
- A leader by example who empowers team members to take ownership, fosters growth through cross-training, and maintains a respectful, collaborative work environment.

Experience

Engineering Manager - Pike13, Seattle, WA

2021 - 2023

- Hired as Full-Stack Engineer and promoted to Engineering Manager after the first year.
- Worked on Ruby on Rails monolith and React components, adding new features and managing full-stack development.
- Implemented payment gateways and made significant infrastructure changes on AWS using Python, Terraform, and Ansible.
- Led the addition of new features to the React Native app and micro-services architecture.
- Focused on team growth by empowering individuals and encouraging cross-functional learning.

Software Engineer - Two Barrels LLC, Spokane, WA

2018 - 2021

- Developed front-end and back-end features in Ruby on Rails.
- Built a modern Vue.js client portal used by thousands of customers.
- Created automation for state form submissions using Puppeteer & Node.js.
- Contributed to design initiatives, creating illustrations and an internal UI framework based on Bootstrap.

Full-Stack Developer - Caboodle Events, Post Falls, ID

2017

- Hired as a full-time contractor to overhaul a platform originally built in PHP.
- Sole developer/designer responsible for rebuilding the entire platform in 6 months using Rails 5 and AWS Elastic Beanstalk.
- Used TDD with RSpec for robust development.
- Delivered a complete rebuild with improved reliability and scalability: http://caboodle.events.

Mobile Applications Developer - Above Labs LLC, San Francisco, CA

2010 - 2015

- Led projects individually and in teams, utilizing technologies like Rails, Swift, JavaScript/CoffeeScript, Objective-C, and ActionScript 3.
- Developed mobile and web-based applications, working closely with designers and stakeholders to ensure quality delivery.

Flash Developer - Screamstream Interactive, San Francisco, CA

2007 - 2010

- Performed both design and development roles for ActionScript 3-based websites, games, and interactive ads.
- Created hybrid interactive media content for a range of clients, emphasizing dynamic user experiences.

Education

Art Institute Of California, San Francisco
2004 - 2007

Skills

- **Programming Languages**: Ruby/Rails, Python, Swift, SwiftUI, Objective-C, JavaScript/TypeScript, ActionScript 3
- **DevOps**: Ansible, Terraform
- **Design Tools**: Adobe Illustrator, UI/UX Design
- **Frameworks and Tools**: AWS, TDD, RSpec, React, Vue.js, Puppeteer, Node.js