

# Philip Broadway

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## Profile

- Full-stack engineer with 17+ years of experience building interactive applications, web services, APIs, and iOS applications.
- Proficient in technologies like Ruby on Rails, React, Python, Terraform, Swift, and AWS to deliver high-quality, scalable solutions.
- Self-motivated team player known for a strong work ethic, taking ownership of projects, and always striving for continuous learning and improvement.

## 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.
- Added new features to the React Native app and micro-services architecture.
- Focused on 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 - Screamsstream 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