Quinton Stibbins

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SUMMARY

Full-stack software developer with 13+ years of experience in designing and building scalable, high-performance applications. Specializes in frontend architecture, object-oriented design, and cloud-native backend solutions. Proven track record of leading cross-functional teams and delivering mission-critical projects that improve system efficiency, scalability, and user engagement. Adept at problem-solving, optimizing performance, and implementing best practices in modern software development. Passionate about API-first development, event-driven architecture, and DevOps automation to drive innovation and business growth.

AREAS OF EXPERTISE

Software Architecture | Full-Stack Development | Cloud-Native Applications | API Design | Scalable Backend Systems | Event-Driven Architecture | CI/CD & DevOps | Secure Authentication & Authorization | High-Performance Web Applications | Monitoring & Observability

TECHNICAL SKILLS

Frontend: React | Angular | JavaScript (ES6+) | TypeScript | Jest | Web Performance Optimization
Backend: C# | ASP.NET Core Web API | Python | Node.js | Azure Functions | SignalR | Redis | API Design & Documentation | Swagger
Databases: SQL (PostgreSQL, SQL Server) | NoSQL (Cosmos DB, MongoDB)
Development Practices: API-First Development | Cloud Development | Agile (Scrum/Kanban) | Test-Driven Development (TDD) | CI/CD

EXPERIENCE

Best Buy – Minneapolis, MN
Engineer II & Tech Lead (Mar 2021 – Mar 2024)

- **Architected and developed a real-time customer engagement API,** empowering employees to **track and manage** customer interactions, product recommendations, and transactions**.** This **tier-1 enterprise application** generated **millions in revenue** and gained **20K+ active users**.
- **Designed and implemented scalable microservices** using **C#, .NET Core, Azure Functions, and Redis**, ensuring high availability and low-latency data access.
- **Optimized API performance** by reducing response times by **30%**, enhancing in-store user experience and operational efficiency.
- **Led strategic planning for backend development**, including **EPICS/STORIES creation, refinement sessions, and test planning**, ensuring alignment with business goals and agile development best practices.
- **Directed and mentored a cross-functional team** of **junior engineers, product managers, and designers**, driving collaboration across **multiple time zones** to deliver high-quality software solutions.
- **Developed API integrations with external vendors**, improving data consistency and enabling seamless interactions between **internal services, third-party applications, and POS systems**.
- **Led the planning and execution of Best Buy's Virtual Tech Conference,** managing a cross-functional team to curate the **theme, speaker lineup, and schedule.** The event received **highly positive feedback,** providing a **platform for interns and engineers to showcase technical innovations.**

Daugherty Business Solutions – Minneapolis, MN
Consultant II (Nov 2019 – Mar 2021)

- **Led a cross-functional team of engineers and consultants** to develop an **8-week summer coding curriculum** for high school students, in partnership with **Black Data Processing Associates (BDPA)**. Personally selected by leadership to **run point** on the initiative, overseeing **curriculum development, mentorship, and program execution**.

- **Designed and implemented an ETL pipeline**, transforming planogram/SKU data into a PostgreSQL-powered store mapping system. This solution **enabled faster product lookups** and **optimized store operations during the pandemic**.
- **Led the development and instruction of the frontend curriculum** for the company's first-ever software engineering bootcamp, focusing on **HTML, CSS, JavaScript, and Jest**. Delivered hands-on training and guided junior developers through real-world projects, helping **25+ consultants transition into client engagements at Best Buy**.

Solution Design Group – Minneapolis, MN
Consultant (Mar 2016 – Nov 2019)
- **E-Commerce (***BI Worldwide***)**: Improved accessibility and compliance for a global e-commerce platform, implementing **WCAG 2.0 standards** and optimizing UI performance.
- **Healthcare & Security (***Be The Match***)**: Built a **Single Sign-On (SSO) solution** as a reusable module, securing authentication across multiple enterprise applications.
- **Loyalty & Rewards (***Connexions***)**: Migrated clients from a **legacy loyalty platform to a modernized 2.0 system**, collaborating with UI/UX teams for **brand-consistent front-end development**.
- **Enterprise Solutions (***Toro***,** *SPEDtec***,** *Crelow LLC)*: Led UI/UX enhancements and backend optimizations for **internal business applications**, streamlining deployments, improving performance, and building scalable REST APIs.
- **Cross-Functional Collaboration**: Worked with distributed teams (including UX designers, QA, and offshore developers) to **deliver responsive web applications**, reusable UI components, and secure authentication solutions.

MoneyGram International – Minneapolis, MN
Software Engineer (Dec 2011 – Mar 2016)
- **Designed and developed RESTful web services** using WebAPI 2, providing structured data to multiple applications.
- **Led front-end development** for an AngularJS-based application, integrating it with a C#/.NET backend.
- **Prototyped a next-generation enterprise application** using MVC, JavaScript, and Bootstrap, influencing the company's decision to adopt a modernized system that evolved into a high-priority initiative.
- **Rebuilt a mission-critical call center application**, improving efficiency for agents by redesigning the UI and optimizing business logic.
- **Developed authentication & security workflows** using LDAP and OpenAM, ensuring secure user access across multiple applications.
- **Automated build and deployment processes** using TeamCity, streamlining CI/CD workflows.
- **Collaborated cross-functionally** with teams in Colorado to rebuild a customer-facing rewards application, ensuring scalability and reliability

EDUCATION

Augsburg College – Minneapolis, MN
B.S. Computer Science & B.S. Mathematics (Sep 2006 – May 2011)