

Robert Hoffmann

Senior Software Engineer

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Skills

TypeScript • React • GraphQL • AgGrid • CSS/Styled Components • Redux • Jest • Node.js •
Git • TypeORM • PostgreSQL

Experience

Citadel Senior Software Engineer, CitadelX UI

Aug 2021 - Oct 2024

- Member of CitadelX team, a platform team providing ready-to-use React components for various business units across the firm.
- Core contributor to XGrid, a powerful wrapper around AgGrid with built-in integration to services provided by the CitadelX server team, allowing teams to easily stand up dashboard applications to query for and transform data.
- Contributed to decommissioning of legacy dashboards across both Global Fixed Income and Treasury teams, helping to consolidate both business units onto CitadelX's platform.
- Owned all of CitadelX's deliverables to the Treasury team and utilized GitHub tasks as well as weekly and in-person meetings with stakeholders to ensure tasks were prioritized and delivered in a timely manner.
- Onboarded new hires as well as interns who eventually returned as new hires.

Smartrr Co-Founder & CTO

Sep 2020 - Jun 2021

- Co-Founder of startup offering a subscription billing management platform.
- Built TypeScript React/Node.js/GraphQL application on top of Shopify platform and APIs to allow vendors to seamlessly integrate the Smartrr platform with their existing storefronts.
- Architected production-ready solution for handling Shopify webhooks using AWS EventBridge, Lambda, and SQS.
- Assisted with design of database architecture and implementation via TypeORM and PostgreSQL.
- Managed multiple junior and mid-level engineers and ensured quick resolution of any technical or communication blockers.

Two Sigma Technical Lead, Frontend Engineering

Apr 2018 - Jan 2021

- Technical lead for UI team, responsible for architecting and implementing solutions for product configuration frontend.
- Mentored both junior and mid-level engineers by holding regular 1:1s and reviewing any technical challenges.
- Attended regular meetings with other leads and created high-level and technical documentation for frontend architecture.
- Influenced company direction by rapidly prototyping a product implementation using an in-house developed configuration language and presenting to the CEO.
- Identified deficiencies in product configuration workflow and created scripts and other tooling to increase velocity.
- Assisted backend and configuration teams by taking on sprint items when teams were over capacity.

Shutterstock, Inc. Software Engineer

Jul 2016 - Mar 2018

- Developed new features for Shutterstock Editor including flash alerts, background/designs panels, separation of licensing and download logic, keyboard shortcuts, autosaving, uploading from URL, and many other improvements and bug fixes.
- Improved ES5-based codebase to use modern ES6/ES7 approaches such as arrow functions, classes, and async/await.
- Refactored application's NuclearJS foundation to more widely supported Redux library with minimal issues.
- Separated out monolithic image licensing and download flow to improve code readability and testability.

Publishers Clearing House Front End Developer

May 2014 - Jun 2016

- Created accounts microsite for centralized access to login/register portal across company properties.
- Developed company's first React + Redux application - internal tool for game testing.
- Deployed internal NPM repository to allow for sharing of UI components company-wide.
- Unit testing of UI projects using Mocha to reduce production defects.

Education

Stevens Institute of Technology, Hoboken, NJ

- Master of Science in Computer Science
- Bachelor of Science in Computer Science