

RICK L ALLEN

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PROFILE

Software engineer with a diverse background in product management, product marketing, and UX design with a passion for crafting exceptional user experiences through intuitive design and efficient code.

SKILLS

- React, Next.js, Node.js, Flutter, Vue.js, Redux, Firebase, AWS, OAuth
- JavaScript, TypeScript, Python, Dart, Java, HTML5/CSS3
- PostgreSQL, MongoDB, Firestore
- Agile/Scrum, Git, Webpack, Babel, Figma, Docker, Jest, Jasmine, Mocha

EXPERIENCE

Software Engineer - Revery Labs

San Francisco (January 2021 - June 2021)

- Developed a mobile wellness application for iOS/Android using Flutter/Dart with Google Firebase and Firestore for backend authorization and storage.
- Collaborated with a UI/UX designer and product manager to create a pixel-perfect mobile application based on Figma mock-ups.
- Worked with engineers and product managers via scrum meetings to prioritize features, bugs, and tickets to drive weekly sprints.

Director of Marketing, Deep Learning - Lambda Labs

San Francisco (July 2021 - June 2022)

- Orchestrated marketing initiatives for Lambda's technologically advanced deep learning infrastructure and initiated the company's first full-scale product launch, integrating product marketing, PR, advertising, and partner marketing.
- Managed a \$3 million annual digital advertising budget, driving lead generation and supporting the sales team.

Head of Product - Tensyr Inc

Palo Alto (March 2018 - August 2019)

- Spearheaded the management and marketing of HALO, a comprehensive software development framework for the integration of autonomous vehicles and edge computing.

- Collaborated with engineering and business development teams to productize the framework's API, SDK, documentation, tools, and runtime.
- Created partner technical marketing tools, license agreements, proposals and presentations.

Director of Product Development - Uplister

Oakland (February 2000 - November 2002)

- Led functional design and development of consumer music web portal that pioneered music discovery, recommendation, and community building.
- Oversaw efforts of graphics and UX designers, emphasizing user-centered design principles.
- Personally designed and developed the company's corporate website using HTML/CSS/JavaScript and hired and managed a team for redesign.

Software Engineer

Freelance (August 1991 - January 2000)

- Designed and developed websites using HTML/CSS and JavaScript.
- Developed user installation, configuration and diagnostic software for PC hardware using C and x86 assembly code.

PROJECTS

User Review and Q&A Microservice - Hack Reactor (October 2020 - November 2020)

Back-End

- Designed and developed REST API and database for handling user-generated product reviews.
- Reduced local response times under stress of 10 million records to over 5000 RPS, achieving response times under 20ms.
- Deployed databases on AWS EC2 with NGINX load-balancing, surpassing goals by achieving over 2000 RPS under 1000 ms.
- Packaged the service and deployed components as Docker containers via AWS EC2 cloud service.

Front-End

- Designed and built a front-end for user questions and answers microservice.
- Used Figma to craft high-fidelity wireframes.

EDUCATION

Hack Reactor / Galvanize - Advanced Software Engineering Immersive (2020)

Saint Mary's College of California - Bachelors, Business Administration (2005)