

roblav96@gmail.com



401-203-3195



Boston, MA



Altruistic, ego-free, humble, open-minded



Leader, openly criticize, will take charge



eager to teach

Eager to learn, more



"If you want to go far, go together"



Public seminar speaker & event attendee



+2,000 GitHub contributions yearly



TypeScript



Node.js



Vue.js



Vuetify



MongoDB

Redis



Google Analytics



Amazon Web Services



Apple

Android



NativeScript



Apache Cordova



Ubuntu



Terminal / Bash



Sublime Text

Robert Laverty

Full-Stack Product Engineer





README.md

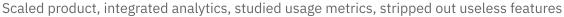
I'm a Problem Solver. That statement can easily be validated by the numerous projects I've created from the ground up. Every project was developed because of a problem I had experienced myself. I've taken them from an idea, all the way to a minimum viable product and talking to investors. Throughout these endeavors I've learned how to efficiently identify a problem, produce a solution based on meaningful metrics, analytics, and A/B tests, market and sell the product, then scale to a larger audience. I want to put my extraordinary skillsets to good use at your company and work with a team of your best innovators. Please don't hesitate to contact me if you have any questions. Thank you!

Experience



DocHub - Lead Product Engineer

MAY 2019 - OCT 2019





Futon Media - Creator

SEP 2018 - DEC 2019

SEP 2018 - APR 2019









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Kava Labs - Senior Full-Stack Software Engineer

Designed, developed, and deployed customer-facing 'Kava Switch' blockchain platform



Robinhood Tools - Creator

DEC 2016 - AUG 2018

Advanced tools and resources for trading equities on Robinhood

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GetHuman - Senior Full-Stack Software Engineer

Designed, developed, and deployed native mobile platform on iOS & Android using NativeScript

















EMC Corporation - Full-Stack Software Engineer

SEP 2015 - DEC 2015

SEP 2016 - AUG 2017

Helped develop scanner reporting front-end in an agile environment using scrum methodologies











Boustris 3

Boustris & Sons - Head of Information Technology

SEP 2012 - AUG 2015

Developed their fire alarm testing and inspection application & troubleshoot repair installed networked IT systems in commercial buildings





Facepunch Studios - Game Developer Developed games on Steam using the Lua programming language

JUL 2007 - AUG 2009

Education



My Awesome PDFs - Personal collection of educational content

Lean Analytics/Startup, Refactoring UI, Flavio Handbooks, Google Playbooks, Design Systems



Books by Basecamp - Shape Up, Rework, Getting Real

Shape Up: Stop Running in Circles and Ship Work that Matters | Rework: NYTimes bestseller about business | Getting Real: The smarter, faster, easier way to build a successful web application

Insights from trusted industry experts insights from trusted industry experts into jargon-free



Google Primer - Grow With Google Program

interactive lessons featuring practical next steps for reaching your business or career goals

SEP 2009 - JUNE 2010



<u>University of Rhode Island</u> - Computer Science

Voluntarily resigned due to financial constraints