roblav96@gmail.com

401-203-3195

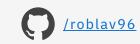
New York, NY

Altruistic, ego-free,

humble, open-minded

Robert Laverty

Full-Stack Software 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 skill-sets 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

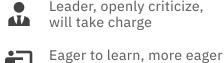


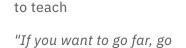
Futon Media - Creator

Sep 2018 - Feb 2022



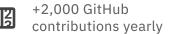
Instantly stream Movies and TV Shows via Emby Media



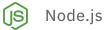








TypeScript









RxJS





Amazon Web Services

Google Analytics

Terminal / Bash

Ubuntu

NativeScript

Sublime Text



LeverEdge - Lead Software Engineer

TS (S) (S) 🔆 (C) 😂 (G) NET

Feb 2020 - Apr 2020

Upgraded frontend to use Nuxt.js, created a LinkedIn scraper with headless Playwright/Puppeteer, then pandemic...

TS 🗑 👼 🖪 🙈 📦 💋 🥻 🔒 🐧 🐧 🕴 🖡



<u>DocHub</u> - Lead Software Engineer

May 2019 - Oct 2019

Scaled product, integrated analytics/metrics, upgraded frontend to use TypeScript

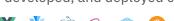




Sep 2018 - Apr 2019

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















<u>GetHuman</u> - Senior Full-Stack Software Engineer

Sep 2016 - Aug 2017

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

















EMC Corporation - Full-Stack Software Engineer

Sep 2015 - Dec 2015



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



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

Jul 2007 - Aug 2009



Developed games on Steam using the Lua programming language

Education



Google Primer - Grow With Google Program

Insights from trusted industry experts insights from trusted industry experts into jargon-free interactive lessons featuring practical next steps for reaching your business or career goals



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

Voluntarily resigned due to financial constraints

Sep 2009 - June 2010