Robert Laverty
Full-Stack Product Engineer

/roblav96   /roblav96

📄 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!
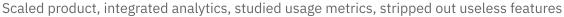
Contact

- ✉ roblav96@gmail.com
- 📞 401-203-3195
- 📍 Boston, MA

- Altruistic, ego-free, humble, open-minded
- Leader, openly criticize, will take charge
- Eager to learn, more eager to teach
- *"If you want to go far, go together"*
- Public seminar speaker & event attendee
- +2,000 GitHub contributions yearly

Skills

- TypeScript
- Node.js
- Vue.js
- Vuetify
- Redis
- MongoDB
- Google Analytics
- Amazon Web Services
- Apple
- Android
- NativeScript
- Apache Cordova
- Ubuntu
- Terminal / Bash
- Sublime Text

🪄 Experience

DocHub - Lead Product Engineer — MAY 2019 – OCT 2019
Scaled product, integrated analytics, studied usage metrics, stripped out useless features
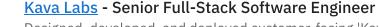
Futon Media - Creator — SEP 2018 – DEC 2019
Instantly stream Movies and TV Shows via Emby Media

Kava Labs - Senior Full-Stack Software Engineer — 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

GetHuman - 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

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 — JUL 2007 – AUG 2009
Developed games on Steam using the Lua programming language

📖 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
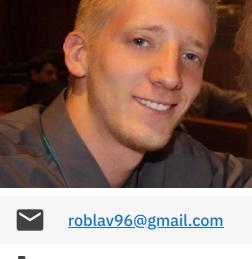
Google Primer - Grow With Google Program
Insights from trusted industry experts insights from trusted industry experts into jargon-free interactive lessons featuring practical next steps for reaching your business or career goals

University of Rhode Island - Computer Science — SEP 2009 – JUNE 2010
Voluntarily resigned due to financial constraints