Robert Laverty
Full-Stack Software Engineer

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New York, NY

- 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
- Deno
- Vue.js
- React
- RxJS
- Redis
- MongoDB
- Amazon Web Services
- Google Analytics
- Terminal / Bash
- Ubuntu
- NativeScript
- Sublime Text

📄 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

LeverEdge - Lead Software Engineer
Feb 2020 – Apr 2020
Upgraded frontend to use Nuxt.js, created a LinkedIn scraper with headless Playwright/Puppeteer, then pandemic...

DocHub - Lead Software Engineer
May 2019 – Oct 2019
Scaled product, integrated analytics/metrics, upgraded frontend to use TypeScript

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

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