

Contact

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Skills

UX implementation, Agile Development, PaaS Utilization, Responsive Design, Team-Building & Mentoring, Scalability, Technology Evangelism

Services

AWS, Google Cloud Platform, DigitalOcean, Heroku, IBM Watson

Data

Firebase/Firestore, Redis, MySQL, PostgreSQL, MongoDB

Languages

Javascript/ES6+/ESNext, Typescript, Node.js, Perl, PHP, Python, Ruby on Rails, CSS, Sass

Tools

Git, Jira, Akamai, Apache, Nginx, Webpack, Docker, Doku

Technologies

API Integration, React, Redux, Functional Javascript, Flow, Web Components, Material Design, Stencil, Next.JS, IoT Integration, Natural Language Processing, Machine Learning, WebGL, WebRTC, WebSockets, Arduino, Raspberry PI, Dynamixel Servos

Scott Straley

Senior Architect & Engineer

01 Versatile and experienced full-stack architect and engineer with an emphasis on
02 producing state-of-the-art front-end solutions. Over twenty years experience
03 developing and operating robust high-traffic internet applications in a wide
04 variety of industries. Experience with all phases of development and
05 operations.

Experience

2017 TrueCar - Senior Engineer / Austin, TX / Since August 2015 ... Developed
2016 client-facing tools. Maintained Python stack concurrent with Node.js / React
2015 stack development. Heavy focus on user experience and design implementation.

2015 Car and Driver Magazine ~ Hearst Digital Media - Director of Technical
2014 Development / Ann Arbor, MI ~ New York, NY / January 2009 - June 2015
2013 Architected and developed internal applications. Led Agile Scrum process.
2012 Provided technical leadership to aggressively extend and modernize the
2011 caranddriver.com platform. Oversaw migration of hosting services to AWS.
2010 Implemented adaptable Agile development environment. Hired and cultivated
2009 local Ann Arbor team. Led MHacks participation and recruitment process.

2008 Houghton Mifflin Harcourt Publishing - Senior Software Engineer /
2007 San Bernardino, CA / November 2005 - December 2008 ... Championed site
2006 performance and data processing improvements for student achievement data
2005 information and reporting system.

2005 Arrowhead Credit Union - E-Commerce Architect / San Bernardino, CA - February
2004 2002 - November 2005 ... Principal architect for 25th largest credit union.
2003 Oversaw credit union's first modern online banking system and ensured
2002 regulatory compliance.

2011 Vicinitas, Corp. - President, Chief Architect / Running Springs, CA / August
2010 2003 - December 2011 ... Developed, operated, and contributed to community
2009 news site serving the mountain area's 80,000 residents. Developed remote
2008 news gathering technology and procedures allowing for adept coverage of local
2007 disasters faster than regional television media. Spoke at Annual Natural
2006 Hazards Research and Applications Workshop on the internet's role in local
2005 disaster communication. Participated in San Bernardino County cross-agency
2004 board to facilitate emergency communication during disasters.

2001 Ticketmaster Online - Senior Engineer / Pasadena, CA / August 1996 - November
2000 1999, September 2000 - November 2001 ... Early startup developer for
1999 Citysearch, one of the first online community guides. Architected and
1998 developed editorial content management system soliciting editorial feedback
1997 for UX improvements. Provided front-line support and development for
1996 international partner markets.

2000 MyHome.com - Senior Engineer / Pasadena, CA / November 1999 - September 2000
1999 ... Early startup developer for online e-commerce retailer.

1996 Dun & Bradstreet Information Services - Software Developer / Bethlehem, PA -
1995 October 1993 - August 1996 ... Developed sales force automation tools.
1994 Provided front-line technical support for sales team. Participated in
1993 rollouts and trainings.

Education

01 Bachelors of Science, Information Technology, University of Phoenix
02 Coursera Machine Learning (On-Going)

Passions

01 Lightweight, scalable, versatile technologies allowing for rapid implementation
and elegant real-world problem-solving, utilizing the latest componentization,
responsive design, and device-specific splitting and packaging.
02 Developing for user experience by focusing on the product user and developing
applications that address anticipated and emergent needs.
03 Fomenting disruptive vision by never let a team settle for status quo.
Relentlessly asking "why" to continually retarget technologies and solutions.
04 Improving communities by always looking at ways to give back -- to be disruptive
for good.