

Tamara Paula Temple

Webologist and Software Crafts-person

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tamouse

Summary

Deeply experienced in delivering high-quality, performant, and scalable web applications utilizing the best of software architecture, design, development, and deployment tools and methodologies, especially related to the disciplines of web applications, user experience, team building, and processes.

Skills

General	software engineering, web development, mentoring, consulting, facilitating, teaching, business analysis	Software engineering	APIs, architecture, backend, coding, debugging, frontend, full-stack, GraphQL, low-level design, macro- and microservices, REST, testing, tool chains
Libraries + frameworks	Rails, React, Vue, ApolloClient, ApolloServer, GraphQL, Sinatra	Databases	PostgreSQL, Redis, TimeScaleDB, MySQL, SQLite
Languages	Ruby, JavaScript, Python 3, Shell, CSS3, SCSS/SASS, HTML5	Aws	S3, ECS, EC2, DynamoDB, RDS, Elasti-cache, Lambda, IAM, Amazon MemoryDB for Redis, CloudFront, Route 53, API Gateway, CodeBuild, CloudWatch, KMS, Secrets
Servers	Netlify, nginx	Tools	Emacs and Org-mode, RubyMine, Webstorm, rake, Thor, make, Docker, Node.js, webpack, babel, npm/npx, Storybook, yeoman (yo), Miro, Notion, Jira, Confluence, git + Github
Testing	Minitest, RSpec, Capybara, Mocha, Jest, JS Testing Library, Cypress		
Methods	Agile development, scrum master; Continuous everything – testing, integration, deployment (CT/CI/CD); Functional Programming; Object-oriented analysis, design, programming, and testing; Precision elicitation and facilitation, communication for action; Process flow analysis, systems theory, cybernetics; Program architecture and design; NLP (Neurolinguistic Programming) practitioner; Structured analysis, design, development, and testing; Test-/behaviour-driven development; Time series analysis; User-/task-centered design		

Experience

2023 Senior Software Engineer, M-RETS, Minneapolis, MN (Remote)

General software development of new and existing features, including architecture, design, tests, code, tools, support. Extensive technical documentation writing. Crafting and improving processes for all areas of the software development lifecycle

- Find, fix, and document erroneously duplicated transactions and renewable energy generation entries in first few months on the team
- Document the transaction subsystem
- Review, enact, and update the product release procedures; train next release manager in line
- Find and fix several blocking defects, documenting their effects and resolutions, extending test suites to prevent further issues in the same area.
- Opportunistic refactoring when it made sense to simplify and clarify classes, modules, and tests

- Lead (as in plan, coordinate, drive, and document, as well as providing input and feedback) various architectural teams of senior engineers and management for reducing the considerable technical debt in the application
- Contributing as a subject matter expert in some complex areas of the application I had recently learned
- Coach other members of engineering and management in working through various procedures and general aspects of working in technical teams
- Contributing daily to the health and vitality of the company, especially with other functional areas and across contracting boundaries, promoting positive and inclusive discussions and resolutions
- Lend expertise in pairing and walk-throughs on Ruby on Rails, Sidekiq, Puma, JavaScript, React, misc. web stacks, PostgreSQL, Redis, AWS, command line tools, editors (especially JetBrains IDEs), Jira, Confluence, Slack (bots), general design, coding, testing, and debugging skills and tools, documentation

2022 **Senior Rails Engineer, Wherefour, Remote**

One of three full-time engineers working mainly with Rails on the back end, adding new features.

- Importing orders from a 3rd party
- Automating testing of a major new feature
- Fixing some defects and small asks from customer success

2020-2022 **Staff Software Engineer, Drip, LLC, Remote**

Primarily focused on providing consumer and market analytics, insights, and guidance in the Drip app that enables Drip customers to become more capable email marketers. Acted as a project manager to plan, document, and track projects for the team. Software architecture and design for major features in the insights area, and providing mentoring, direction and guidance to other engineers in Drip.

- Worked in fully scripted continuous testing, integration, and deployment system, including wiring scripts for CircleCI, AWS CodeBuild, Cloudwatch logging, Docker containers, and Terraform.
- Developed an architecture for providing recommendations, insights, and proposed next actions to Drip users (i.e. email marketers)
- Developed a microservice to deliver time scale metrics in order to speed up customer analytics pages
- Designed an architecture to provide a Guidance System that would be able to take requirements and copy for guidance from any product team and others, and provide it to the front end where needed based on metrics and benchmarks
- Member of the Diversity, Equity, and Inclusion team at Drip, and led the DEI Affinity Groups project to produce a guide for forming and running affinity groups (i.e. employee resource groups) within Drip
- Led a team to produce a mentoring and learning environment at Drip, including a guide for mentors and mentees, tools to find or offer mentoring, connecting mentees with mentors, and reporting results
- In the absence of any project management or leadership in the insights area, acted to perform discovery, planning, discussion, documentation, and create the Epics and Stories for each project, and monitored seeing it through to completion

2017-2020 **API-driven Rubyist, React/GraphQL Maven, ReachLocal (Gannett), Kickserv Product, Minneapolis, Minnesota/Remote**

Software engineering across the entire application stack from the back end in Ruby on Rails with a PostgreSQL database, implementing a GraphQL server controller with various queries, types, mutations, and resolvers to implement a GraphQL API, and create a React front end that consumes that GraphQL API with ApolloClient in order to replace the legacy JavaScript code from over a decade of various implementation styles and libraries, giving a modern, cohesive approach to front end web application development.

- worked in a scripted environment for continuous testing and integration, and scripts to build containers for deployment to AWS ECS, EC2, S3, RDB, as well as some other AWS services along the way.
- created AWS Lamdas with AWS API Gateway to crunch uploaded customer files, deduplicate them, and move them to CloudFront for rapid downloads.
- developed the Rails GraphQL backend for the product.

- architected and developed the JavaScript front end code in React to provide a good separation of concerns ensuring testability and writing tests where none existed prior; lowering maintenance costs, and ensuring easy replaceability to enable new features to be added with less overall effort and more predictability.
 - built Rails models, controllers, views, and React components for new Kickserv features.
 - rebuilt all the tooling for building, testing, and delivering front end code with the Rails application, using modern build technology such as webpack (using webpacker), jest, and the JavaScript Testing Library
- 2001-2017 **Independent Contractor**, *Pontiki Software Crafts*, Mendota Heights, Minnesota/Remote
Contract software development of web applications, websites, and tools
- created a Ruby on Rails template for new applications that provided Ansible instructions to create the home development and testing environments, as well as higher level environments of QA, Staging, and Production.
 - developed features for several clients' web apps, complex SQL expressions and internal stored functions, and include payment processing for websites for subscriptions and drop-shipped orders.
 - Clients: Ackmann and Dickenson, Software for Good, Bluewaterbrand, Novu, Shopzilla
- 1980-2001 **Various positions**, *Hewlett-Packard (San Jose, Palo Alto, CA)*, *Control Data (Arden Hills, MN)*
Internal Process and Technology Consultant, Senior Software Engineer/Scientist, Software Engineer
Manager of 10 engineers, Senior Software Quality Engineer
- 10 years as Internal Consultant helping software teams level up in productivity and quality
 - 3 years Senior Software Engineer developing tools for network configuration and management
 - 2 years Software Engineering Manager with 10 software engineers
 - 5 years Senior Software Quality Engineer running a networking interoperability test lab and quality engineering on a technical team producing TCP/IP

Education

1975-1980 **Bachelor of Science, Computer Science**, *University of Minnesota*, Minneapolis, *3.2 GPA*

Additional Training Structured analysis, design, programming and testing, System testing, Objected oriented analysis, design, programming and testing, Consulting and facilitating skills, Neurolinguistic programming certified practitioner, Project management, Public speaking and presentation skills, You Don't Know JS with Kyle Simpson, Advanced JavaScript, Numerous courses through FrontendMasters.com on React, Webpack, GraphQL, JAMstack, Angular, others