

Brady Ouren

Software Developer

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Work History

Software Engineer / Partner

AndAnd

Sept 2016 – Present

- Work with clients of varying backgrounds (GIS, Transcoding, Search, etc)
- Consult with clients on technical and organizational needs

Software Developer

Zest Finance

Mar 2015 – Oct 2016

- Built RESTful micro services for a loan servicing platform
- Wrote interfacing client adapter gems to interact with the services.
- Modularized complex ach lending logic
- Designed and built a DSL-type debugging tool for Zest's microservices
- Worked closely with data science team for data-pipeline and containerization needs

Software Developer

Sport Ngin

Mar 2014 – Mar 2015

- Built & shipped a platform for tracking, informing, and collect fees from members.
- Paired in small team to meet customer specs
- Full rails-stack implementation from greenfields to completion
- Activerecord/postgres optimizations for reports & custom json datastore queries

Software Developer

Sparkweave

May 2013 – Jan 2014

- Data storage and versioning history system (API and Postgres schema)
- Postgres optimizations for Garbage Collecting data in a git tree
- Working on both sides of the API creating an angular frontend for a django backend
- Automating internal ops-type tasks

Opensource Experience – github.com/tippenein

- Haskell backend / React frontend for visualizing politifact data ([here](#))
- Haskell project using acid-state to store and encrypt documents locally ([here](#))
- Haskell library for (United States) Bank Holiday logic ([here](#))
- Elm app for visualizing your ebooks collection (in progress) ([here](#))
- Ruby gem for dumping a local ebook collection metadata ([here](#))
- Contributed heavily to streaming audio webapp for personal servers ([here](#))

Education

University of Minnesota (Twin Cities)

2009 - 2013

Bachelor of Computer Science

Emphasis on Programming Language theory and design
