San Diego
venusang24@gmail.com

VENUS ANG

PROFESSIONAL SUMMARY

Lead Senior Software Engineer II with over 10 years of expertise in software development. Proven track record of leading teams to deliver Enterprise software applications under tight deadlines with a strong proficiency in front-end technologies. Committed to utilizing leadership and technical skills to drive innovation and operational excellence in future projects. Currently working on projects on the HashiCorp Cloud Platform (HCP) Identity team to enhance identity-related features and the authentication user-experience.

Projects and team experience at HashiCorp include initial development and continued support of the HashiCorp Cloud Platform (HCP), Development of accessible and reusable components, HashiCorp Cloud Platform (HCP) Virtual Networks with AWS and Azure providers, Peering Connections, Transit Gateway Connections, Cluster management (Consul) and HCP Identity systems (cloud-idp) with Auth0.

SKILLS

HTML

JavaScript

CSS

Ember, Vue, React

SASS

Qunit, Mocha, Chai, Playwright

Responsive Web

API Integration

Feature flag integration (LaunchDarkly)

Go, Node.js, Ruby

Project planning with JIRA, Scrum, Agile

Auth0

AWS, Azure

Terraform

Photoshop, Illustrator

Figma, Sketch, Balsamiq

Storybook

Mirage

LINKS

PORTFOLIO

LINKEDIN

GITHUB

INDUSTRY EXPERIENCE

Solid experience working on projects in multiple industries, including but not limited to: infosec, entertainment, advertisement, social media, music, e-commerce solutions, marketing research, financial, health, and fitness;

Companies worked with:

HashiCorp (current), Apple, Disney, Fox Interactive Media Group (MySpace), Experian, Universal Studios, Creative Artists Agency (CAA), Added Value, Lieberman Research Worldwide

EMPLOYMENT HISTORY

MAR 2020 - PRESENT

Lead Senior Sofware Engineer II, Team Cloud Identity for HashiCorp Cloud Platform (HCP), HashiCorp, Remote

- Foster a positive team environment to enhance project turnaround time
- Lead a collaborative team of 3 front-end software engineers
- Collaborate with a team of 10 backend engineers
- Communicate regularly with Engineering Manager, Product Manager, and Design Manager and Individual Contributors (IC's)
- Plan project epics and tasks to meet project initiatives using Agile and Scrum methodologies
- Lead software operational excellence to enhance system efficiency and reliability
- Streamline team processes to accelerate software deployment
- Collaborate across multiple teams within HashiCorp to achieve project goals and assist in knowledge-sharing
- Author technical documentation to communicate and promote technical decisions to engineers, designers, and product managers
- Develop software tooling packages to improve engineer productivity
- Troubleshoot and fix software bugs
- Write integration and acceptance tests to ensure reliability
- Collaborate with HashiCorp Design Systems Team to assist in the development of a reusable component system known as Helios
- Conduct code reviews
- Refine code review practices, improving software quality
- Mentor and train junior engineers
- Interview candidates in a pair-programming exercise
- Promoted to Lead Senior Engineer in March 2023
- Promoted to Senior Software Engineer II May 2022 - March 2023
- Hired as Senior Software Engineer March 2020 - May 2022

Fullstack Developer, TBWA/Media Arts Lab, Marina Del Rey, CA

- Architected and designed UI and UX for internal asset management software application
- Maintained and developed existing internal business software application used for project management
- Engineered robust full-stack solutions at TBWA/Media Arts Lab
- Optimized code for enhanced system performance
- Collaborated with cross-functional teams to deliver projects
- Resolved complex technical issues with innovative solutions
- Enforced code standards to ensure quality and maintainability
- Developed forward-thinking UI enhancements for improved accessibility

AUG 2015 - NOV 2018

Software Engineer II, Cofense (Formerly PhishMe), Remote

- Developed innovative software solutions
- Fostered team unity
- Refined software products based on Stakeholder feedback
- Developed reusable components
- Recommended UI solutions
- Pair-programmed with colleagues
- Documented front-end development best practices
- Planned and executed project activities using JIRA and Slack
- Worked 100% remote in start-up environment
- Helped company grow from 100 to 600+ employees
- Conducted software engineer candidate interviews

EDUCATION

M.S. in Instructional Technology, National University, San Diego, CA

Graduated with honors

Clear Single-Subject Credential in Secondary Mathematics, National University, San Diego, CA

B.S. in Engineering, Cal Poly State University, San Luis Obispo, CA

TEACHING EXPERIENCE

FEB 2022 - PRESENT

Software Development (Fullstack) Associate Instructor at ThriveDX

OCT 2001 - OCT 2004

Single-Subject Secondary Mathematics Teacher at Los Angeles Unified School District (LAUSD)