

Cary Meskell

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SKILLS

Strong: Javascript, Typescript, Node, Express, React, Redux, GraphQL, MongoDB, SQL, HTML, CSS, Sass, Git, Jest, Mocha, Chai

Experienced: Ruby, Angular, React Native, Swift, Kubernetes, Docker, Sinon, Grunt, Gulp

PROFESSIONAL EXPERIENCE

Peachjar, *Senior Full Stack Engineer*

San Diego, CA • 2018-2020

- Rewrote digital flyer distribution service used by thousands of daily users with Typescript, React, and GraphQL to enhance UX and replace older RESTful routes
- Developed a Google Maps-integrated school recommender tool and worked closely with data scientist to deploy python app with Docker and Kubernetes in order to provide live analytics to the UI and drive revenue by 3%
- Implemented email templating service in Express which leveraged MJML to ensure email UI was device-agnostic and pixel-perfect
- Decomposed monolithic application stack and migrated to Kubernetes microservice-centric architecture
- Established Peachjar UI component library and published to NPM to increase quality and developer productivity
- Built school sign-up and onboarding portal using React, Redux, and Apollo to integrate staff and parents into our platform which resulted in a reduction of onboarding times by 50%

Mitchell International, *Software Development Engineer*

San Diego, CA • 2017-2018

- Increased number of reusable AngularJS components implemented in products by 10%
- Rearchitected legacy views to be mobile-first responsive to improve UX for fastest growing user segment
- Designed atomic building blocks and defined pattern standards to create a consistent, unified UI and brand
- Maintained Mitchell component library, style library, and icon font library to serve internal developers scalable assets
- Wrote Jasmine unit tests and Protractor end-to-end tests to promote extensibility and reduce technical debt
- Rewrote directives into AngularJS 1.6 Typescript components to leverage isolate scoping and static typing
- Presented tech talks to educate full-stack developers on front-end best practices
- Conducted A/B testing during usability research to validate and refine customer-facing assets

SOFTWARE ENGINEERING PROJECTS

Athena, Software Engineer | <https://github.com/veryscarycary/athena>

2016

Intelligent knowledge-base platform

- Extended React-router and Redux to enable role-based authorization in each of the views
- Leveraged D3 in React-friendly patterns to display real-time metrics of relational data

Flash!, Software Engineer | https://youtu.be/DsaD_E_09XQ

2016

Geolocation-focused event planning mobile app

- Introduced new schema relationships and table architecture with Sequelize ORM to personalize the creation and association of event data in the MySQL database
- Generated geographically relevant images from Instagram's API to improve event discovery experience

Frenemies, Software Engineer | <https://github.com/veryscarycary/greenfield-1>

2016

Multiplayer, online game inspired by Ice Climbers on the NES

- Implemented player-tracking using Socket.io to stream real-time, dynamic interactions between players
- Leveraged the Phaser.io library with Angular to generate physics and graphics that persisted from level to level

EDUCATION

University of California, San Diego | *Bachelor of Science in Management Science*

La Jolla, CA • 2013

- Areas of Study: Operations Research, Linear Algebra, Calculus, Game Theory

PERSONAL

World traveler. Beach lover. Casual Gamer. Wannabe body-builder. Dog admirer. Guitar jammer. Weekend DIY'er