Weston Ludeke

Software Engineer

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PROFILE

Software Engineer with four years of experience in the JavaScript and Ruby ecosystems, contributing to open-source projects. Most recently, I created Campfire, an open-source preview environment solution with an integrated feedback interface.

Before transitioning to engineering, I worked in support for over a decade at various startups and large companies. I have extensive experience translating complex technical concepts to non-technical audiences and excel in writing comprehensive documentation.

PROFESSIONAL EXPERIENCE

Creator / Software Engineer, Campfire (campfire-previews.github.io)

Nov 2023 – present

- Created Campfire, an open-source tool that enhances CI/CD pipelines by providing self-hosted, dedicated preview environments
 for containerized applications, complete with integrated feedback capabilities, allowing team members to comment directly on
 deploy previews; built on JavaScript, React, GitHub Actions, AWS (ECS, S3, API Gateway, Lambda, Application Load Balancer,
 CloudFormation).
- Developed the frontend using JavaScript, React and Material UI, with a focus on responsive design and user experience.
- Resolved issues caused by ad-blocking extensions by implementing dynamic importing of React components.
- Built Campfire's CLI, which automates the deployment and dismantling of AWS cloud infrastructure, reducing the setup process from 30 manual steps to an automated workflow; published as an NPM package.
- Developed a custom GitHub app to synchronize comments bidirectionally between GitHub pull requests and our app, enhancing functionality by implementing user name capture with input sanitation.
- Strengthened application reliability by writing comprehensive unit tests using Vitest to validate user input.
- Authored and led the editing of a comprehensive case study and README outlining the problem domain, system design, and engineering decisions, readable at: campfire-previews.github.io
- Collaborated remotely with a team of four engineers across four time zones, employing scrum/agile methodologies, daily stand-ups, mob/pair programming, and code reviews.

Software Engineer, *Open-Source Projects*

Jan 2020 - present

Developed and contributed to various freelance and open-source applications, including:

- The A11y Project Contributed to an open-source, community-driven non-profit project aimed at making digital accessibility easier, focusing on documentation.
- Rainbucket Developed a RequestBin-like web app for testing and debugging webhooks and HTTP requests, using JavaScript, React, Express, Node.js, PostgreSQL, MongoDB, and Nginx; hosted on a Digital Ocean droplet.

Customer Support. Streak (YC S11)

Apr 2016 - Dec 202

- Bridged communication between customers and engineering & product teams, recreated and documented bugs, utilized custom Python scripts and set up Zapier integrations to enhance customer support.
- Developed a custom invoicing tool using JavaScript, Stripe API, and Google Apps Script, automating the invoice process and significantly reducing manual workload from several hours to a few minutes.
- Wrote custom SQL queries in BigQuery to extract and deliver custom data sets for customers.
- Authored comprehensive knowledge base articles for external users and detailed documentation for internal tools.

SKILLS

Languages

JavaScript (ES6+), TypeScript, Node.js, Ruby, Go (Golang), Python, PHP

Other

Digital Ocean, Render, Heroku, AWS, Git/GitHub, Docker, Nginx, Bash, Jest, Vitest, Cypress, RSpec, Minitest, Postman, Zapier, IFTTT, PostgreSQL, MongoDB, SQL, SQLite, Google Apps Script, BigQuery, Stripe, WebSockets

Web Development

Express, React, Sinatra, Handlebars, Material UI, jQuery, Bootstrap, REST APIs, HTML5, CSS, JSX

Writing and Documentation

Documentation, technical blog posts, READMEs, knowledge base articles, Markdown, Wordpress, Medium

EDUCATION

Launch School, Software Engineering

Jan 2020 - Jun 2023

Courses included topics on: OOP, unit testing, networking, databases, concurrency, asynchronous programming, etc.