

Weston Ludeke

Software Engineer

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PROFILE

Software Engineer proficient 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.

Previously, 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

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 2023

- 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

Web Development

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

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

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.

University of Houston, BBA, Marketing Aug 2004 – Dec 2008