

Greg Hurrell

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PROFILE

Software Engineer

EXPERIENCE

Senior Software Engineer, GitHub — 2021–present

Working on Repos, Pull Requests, and Codespaces.

Frontend Software Architect, Liferay — 2019–2021

Designing and implementing JavaScript frameworks, libraries and tools.

Front-End Engineer, Facebook — 2014–2018

Coder, mentor and tech lead working on Product Infrastructure — from open source JavaScript libraries (Relay, GraphQL) to internal build and developer tooling — and Ads Interfaces (among the largest and full-featured React applications in the world).

Director of Engineering, Causes — 2011–2013

Key player in the formation and maintenance of engineering culture focused on quality, pragmatism, and individual and team development. Mentored 10 direct reports. Full-stack development of many user-facing features and underlying infrastructure. Implemented systematic code review (via Gerrit). Served as Tech Lead, Coach and Mentor.

Owner/Operator, wincent.com — 2002–2011

Developed macOS applications in C and Objective-C, Rails applications, and a large number of open source projects.

EDUCATION

Flinders University, 1999 — Bachelor of Education (UP/LS)(Hons)

SKILLS

Programming languages: TypeScript/JavaScript, Lua, Ruby, Rust, C, Go, Haskell, PHP, Perl, Objective-C.

Tools: HTML/CSS, Zsh/Bash, Neovim/Vim, Git/Mercurial, MySQL/Redis, Ansible, AWS.

Spoken languages: English (native), Spanish (DELE level C1, "Advanced").