

Experience

Engineering Director, ReachLocal Inc.

July 2014 to Present, Santa Ana, CA - Small Business SaaS Platform

Directed ReachLocal Software department consisting of 2 managers and 23 engineers distributed across a number of physical locations. Restructured the organization based on Conway's Law and Servant Leadership. Empowered our engineers to strive for Moonshot Thinking and a Smart Creative mentality. Launched a SaaS product in 10 markets. Aided the department in iterating on their Kanban based agile process and development tools. Collaborated to standardize roles, define expectations, and communicate the theory behind our organizational structure so that engineers would have a clear path for growth.

Staff Engineer/Architect, ReachLocal Inc.

Oct 2013 to July 2014, Santa Ana, CA - Small Business SaaS Platform

Managed existing architecture and piloted new REST based microservice oriented strategy for the SaaS infrastructure and product family. Also provided detailed code architecture, mentorship and guidance to developers across the organization. Inspired engineers to spin up a centralized internal blog and discussion system as well as evangelized best practices and community standards. Educated engineering staff on Object Oriented design principles and patterns at both the software and system architecture levels.

Lead Software Engineer, ReachLocal Inc.

Jan 2013 to Oct 2013, Santa Ana, CA - Small Business SaaS Platform

Led team of software developers in architecting, maintaining, and expanding the ReachLocal's tracking platform. This included modifying the platform to work globally as well as implementing anti-fragile architectural principles. Also encouraged the team to share what they learned with other teams and to build more tooling to make their jobs easier. This resulted in additional open source tools such as "Snapdragon", "Pra", "Capbot". Beyond that, facilitated growing developers through the ranks of Junior, Dev, Senior, and Lead.

Senior Software Engineer, ReachLocal Inc.

July 2012 to Jan 2013, Santa Ana, CA - Small Business SaaS Platform

Mentored team of developers in architecting, building and maintaining the ReachLocal's tracking platform. Provided insight, wisdom, and led by example to expose numerous developers to the best practices and tools existing within the Ruby community. Evangelized BDD/TDD and peer review practices across the organization. Developed a number of tools to help facilitate the developer role within the company and obtained legal approval to release a number of them under open source license.

Skills

Web Technologies

Ajax
Sinatra / Rack
AngularJS / Ember.js
HTML5 / CSS / Sass
JavaScript / jQuery
Ruby on Rails

Testing

BDD / TDD
RSpec / Cucumber
Factory Girl / Capybara
PhantomJS

Languages

Ruby
Python
JavaScript
C / C++ / Java
PHP
Perl

Operating Systems

Mac OS X
Debian / Ubuntu
Fedora Core / Red Hat
OpenBSD
CentOS

Source Control

Git / Mercurial
Subversion / CVS

Databases

MySQL
PostgreSQL
Cassandra

Shell Scripting

zsh / tmux / bash

Editors

vim / sublime
atom / textmate

Colophon

Gill Sans

Et Cetera

Check out my projects and general thoughts at my site <http://andrewdeponge.com>

experience continued on next page

Experience

Lead Software Engineer, RealPractice Inc.

July 2010 to June 2012, Santa Ana, CA - Small Business SaaS Platform

Led team in architecting, building, and maintaining a Ruby on Rails SaaS application. Developed Git workflow and trained team on it. Built jQuery plugins to ease maintenance of the platform. Built REST service for our iOS app. Designed and built a dynamic multi-branch CI server (OctopusCI) to support our push for Continuous Delivery. Built open source tagging library (tagalong). Drove team to adopt BDD/TDD as integral part of our development workflow.

Senior Software Engineer, Ripple/TargetCast Networks Inc.

November 2008 to September 2009 to July 2010, El Segundo, CA - Digital Out of Home Network

Maintained and expanded a number of public facing Rails/Merb/PHP tools and services. Maintained backend services that managed scheduling, metrics, reporting, and content distribution to the thousands of Remote Display Units (RDUs). Maintained RDU software which communicated with backend services and plays content and ads on the screen. Developed REST based service using WebKit to capture sigalert.com maps dynamically.

Lead Software Engineer, Pliq LLC

May 2008 to November 2008, Los Angeles, CA - Mobile Phone Advertising

Architected, built, and maintained a Python based multi-threaded SMS Campaign Platform using MySQL. I also designed and built an ultra light weight WAP site web framework that integrated with Wapple.net allowing fully customized dynamic sites to be easily created using CSS, XHTML, WAPL, and any programming language.

Member of Technical Staff, The Aerospace Corp.

2000 to 2006, El Segundo, CA - Network Security Support for NSA, DOD, US Air Force, etc.

Where I got started with my original passion, research and software development in the area of Computer and Network Security. While there I architected & developed Distributed P2P Security Layers, Network Recon Tools, Intrusion Deflection Systems and Internal Exploit DBs. Beyond that I researched exploit implementation and the use of intrusion detection systems as a sensor based network.

Publications

An Automated Reliable Backup Solution.

January 1st, 2007, Linux Journal Magazine.

Document available at <http://www.linuxjournal.com/article/9174>

Education

Humboldt State University

Bachelor of Science, Computer Science, May 2008

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Ruby on Rails

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