

A U S T I N

B L A I N E

SOFTWARE DEVELOPER

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## SKILLS

### | Technical

React.js

Typescript

Cypress.io

React Testing Library

Next.js

GraphQL

Redux

Figma

## EDUCATION

### | Software Engineering Immersive

General Assembly Atlanta  
2019

### | Bachelor of Arts, Anthropology

Kennesaw State University  
2011 — 2014

### | Associate of Science, Audio Engineering and Music Business

SAE Institute Atlanta  
2011 — 2013

### | Associate of Science, General Studies

Georgia Highlands College  
2008 — 2011

## SUMMARY

Software developer with an extensive background in audio and live event production. Experience with project management, client relationship building, and adaptability to constantly evolving work conditions.

## RELEVANT EXPERIENCE

### Software Developer

Ware2Go | August 2021 – February 2024

- Maintained 5 individual applications in the warehousing and logistics space, leveraging React, Typescript, Material UI, and Figma
- Assisted in large feature build-outs including 1 new application from the ground up and 2 full application rewrites
- Provided support for SDET team with end-to-end cypress tests for new features
- Oversaw a department-wide project to clean stale code out of codebase left behind from feature flags via Launch Darkly

### Software Developer

Breakthrough Technologies | January 2021 – August 2021

- Worked in a small team operating as a private dev shop
- Maintained multiple consecutive projects to meet client expectations
- Worked on experimental projects using Next.js and Rust

### Software Developer

Ferguson Enterprises - Supply.com | November 2019 – January 2021

- Collaborated with a remote based to convert codebase to React
- Learned complex architecture interaction by way of microservices serving data through GraphQL to be consumed by the front-end
- Assisted with a large industry feature which lead to a company merger
- Worked in BigCommerce to maintain the Google Nest Pro Store

### Software Engineering Instructional Associate (Contract)

General Assembly | August 2019 – November 2019

- Assisting beginner developers in their projects through code review and pair programming
- Helped students plan projects and provided task and time management strategies to ensure projects met requirements within allotted time frames
- Worked with students to debug code errors and deployment issues

### Owner; Engineer - Lead Audio Tech; General Contractor

Stray Thoughts Recording - Rubicon Studios | October 2011 — Present

- Work with and frequently lead teams to oversee projects and ensure that our scheduled time is used efficiently and with great impact to meet the clients' needs
- Work within a fast paced and often changing environment
- Client management, account management, project management