Drew De Ponte   @drewdeponte on GitHub

drewdeponte.com/resume
drewdeponte@gmail.com
562.537.0339

Experience

Skills

Technologies
Flutter / React Native
Angular / React
Express / NodeJS
Redux / SwiftUI / Combine
Tailwind CSS / Tachyons
Spring Boot / Struts
Django / Flask
Ruby on Rails

Testing
BDD / TDD

Languages
Ruby / Python / Clojure
Swift / Rust / C / C++
TypeScript / Dart
Java Script

Operating Systems
Mac OS X
Debian / Ubuntu
Fedora Core / Red Hat
Windows / DOS
OpenBSD
CentOS

Source Control
Git / Mercurial
Subversion / CVS

Databases
MySQL
PostgreSQL
Cassandra
Firestore

Shell Scripting
zsh / tmux / bash
csh / sh / tcsh

Editors
Neovim / vim / VSCode
Xcode

Colophon
Drew De Ponte

Et Cetera
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general thoughts at my site
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Co-founder/Partner, UpTech Works, LLC
Nov 2016 to Present, Tustin, CA - Software Product Design & Development Consultancy

Co-founded UpTech Works, LLC, a Software Product Design & Development Consultancy focused on partnering with technology companies to help them build, launch, and refine software products. Operate the consultancy with the other Partners. Participate as Principal Consultant working directly with clients ranging from strategic advising, team mentoring, architecting solutions, leading projects & teams, as well as designing, and writing software across a variety of different programming languages, frameworks, and technologies.

Strategic Advising - participated in high level executive meetings to provide technical leadership and guidance to help provide necessary knowledge for executives to be able to intelligently steer the business. This has ranged from researching & reporting on technologies such as VR/AR all the way to providing insights into existing team processes & technologies. It has also included consulting around negotiations and integration with Credit Bureau and providing guidance based on a wealth of experience and knowledge in general. Provided these services to 8i, Float, Spireon, Quotient, Prism Labs, Harbour, etc.

Architecting/Leading Solutions - architected a number of solutions across a variety of different verticals. Everything from Fin-Tech to Fit-Tech. For most projects that I have worked on I come onto the team and start the architecture process, kick of the process, take the project through the initial build out and launch. Then I generally switch modes into mentorship and start to help solidify the team as I start to hand leadership over to other individuals. Provided these services to 8i, Float, Spireon, Quotient, Prism Labs, Harbour, etc.

Specialized Knowledge/Training - often times clients need specific guidance or help around an area of technology that I have specialized knowledge in. For example a client might need assistance with designing a streaming protocol for their solution. They might need help with binary protocol implementations for integrating with different specialized services or devices. Their team might need help with Testing, TDD/BDD, or maybe with learning a better Git workflow, or they just might need training on methodologies like Continuous Integration, etc. Provided these services to 8i, Artie, Harbour, Float, Spireon, Quotient, Prism Labs, etc.

Publications

An Automated Reliable Backup Solution.
January 1st, 2007, Linux Journal Magazine.

Article available at http://www.linuxjournal.com/article/9174

Education

Humboldt State University
Bachelor of Science, Computer Science, May 2008

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Experience

Lead Software Engineer/Architect, Acorns Inc.
May 2015 to Nov 2016, Irvine, CA - Fin-Tech micro-investing Platform

Evaluated the platform architecture & implementation for scaling shortfalls and stability issues. Put together a plan to address the identified issues and worked to implement needed changes in collaboration across all the dev teams. Helping take the platform to scale of millions of users. Lead the Found Money development team to design, architect, build, maintain & scale out Found Money within the Acorns platform. It monitors user transactions and invests money into users accounts on behalf of partnerships and affiliate deals we had. So, as you shop for things the businesses you shop at ends up investing back in you via Acorns. Found Money became a major if not the primary source of income.

Engineering Director, ReachLocal Inc.
July 2014 to May 2015, 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 micro-service 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 Nov 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.

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Experience

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.

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.
Nov 2008 to Sept 2009, 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.

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