

## Experience

### Co-founder/Principal Consultant, 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 advising, mentoring teams, performing architecture reviews, code base evaluations & recommendations, leading projects & teams, as well as designing, architecting, and writing software across a variety of different programming languages, frameworks, and technologies.

### 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.

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## 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

## Skills

Technologies  
Sinatra / Rack

HTML5 / CSS / Sass

Flutter / React Native

AngularJS / Ember.js / React

Express / Node.js / jQuery

Redux / SwiftUI / Combine

Tailwind CSS / Tachyons

Spring Boot / Struts

Django / Flask

Ruby on Rails

Testing  
BDD / TDD

Languages

Ruby / Python

Rust / C / C++ / Java

JavaScript / Dart

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

Vimscript

Editors

vim / nvim / Sublime Text

Xcode / Android Studio

Visual Studio Code

Colophon

Andrew De Ponte

Et Cetera

Check out my projects and general thoughts at my site

<http://drewdeporte.com>

## Experience

### 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 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.

### 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.

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### 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](http://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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