Bradley Staples

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Portland, OR

LEAD SOFTWARE ENGINEER

QUALIFICATIONS SUMMARY

Over thirteen years of career highlights in the areas of:

- **Adaptation:** Self-taught developer who thrives in situations needing creative cross-browser solutions to coding issues.
- **Strong Teamwork:** Thrives when working with others, collaboratively architecting solutions for large cross-functional teams.
- **Project Management:** Able to work as an individual or on a team to manage core-business projects and drive them to completion under critical deadlines.
- **Remote/Distributed Teamwork**: Has worked remotely since 2018, maintaining discipline amidst a pandemic and a promotion. The last two years involved a distributed team across multiple timezones.

PROFESSIONAL EXPERIENCE

LendingClub Bank [lendingclub.com]

LEAD SOFTWARE ENGINEER	March 2021 – May 2021
SENIOR SOFTWARE ENGINEER	March 2017 – March 2021
SOFTWARE ENGINEER	November 2015 – March 2017

- Original software stack included Node with an in-house abstraction layer on top of Express, and a custom built system for compiling 'pages' of assets (including Handlebars templates) into production-ready assets.
- Testing (client-side unit tests, server-side unit tests, and application-level functional tests) done with Mocha, Chai, Sinon, Proxyquire, and PhantomJS. Worked using variants of the Scrum/Agile process.
- Converted legacy Java/JSP files into Node pages by collaborating with API teams (who were simultaneously converting pieces of a monolithic app into separate micro services) to ensure all API contracts were maintained. Pages converted in this process attained a higher test coverage than most other UI teams.
- Served as technical lead for the UX- and customer-driven redesign of the public facing webpages. Led efforts to create a global pattern lab and new modular component architecture using Sass/Handlebars. Introduced Sass mixins and functions to alleviate duplications existing in the previous Less codebase. Introduced SVGs to give better quality assets at reduced payloads.
- Created dotCMS content types to allow for more precise insertion of marketing content on non-marketing pages, including legal footnotes rendered in a common footer from content included in other modules. Oversaw the removal of production reliance on dotCMS database by porting content to Amazon S3 during a build step pipeline.
- Helped lead the effort for the website content team to work faster utilizing weekly releases (rather than the company standard bi-weekly release) by coordinating content, approvals, and timing with more urgency amongst multiple teams of engineers, product managers, marketers, designers, legal, and security.
- Helped develop micro application which analyzed browser statistics against the cost-of-engineering effort to determine which browsers brought in the most money. Our team used this data to prioritize layout and view-level bugs by ascertaining the volume and estimated money amounts of a given problem.
- Facilitated conversations to establish best practices for creating new pages/apps using React/Redux.
- Mentored less senior engineers, and often more senior engineers whose skillsets were in other areas. Gave training sessions about Sass, Flexbox, design library, and onboarded over a dozen separate regular/senior UI Engineers to my teams.
- Served as Lead for COVID-19 interface adjustments to allow customers to skip payments, pay interest only, and other similar features. Worked closely with Product/Design/Back-End API teams in a scrum-of-scrums ceremony to meet incredibly tight deadlines that had to be met concurrently by a half-dozen separate teams concurrently.
- Single-handedly onboarded a new offshore contracting agency to learn replace the former website-content team; along with efforts by QA to automate testing, we reduced time-to-production from +1 week to 3x weekly.

Grokker [grokker.com]
SOFTWARE ENGINEER   June 2013 – November 2015

- Software stack included Node.js/Express with an in-house designed JavaScript module system, and MongoDB with custom object modeling wrappers for the database.
- Rewrote nearly all of the UI code transforming a desktop-only site into a fully responsive, mobile friendly adaptation.
- Decreased the 'start render' metric by an average of 0.5 seconds, and decreased load time by an average of 4.5. My research led to a change of CDN after noticing the disproportionate amount of time content took to download.
- Collaborated with product, design, and marketing to facilitate new product features, discuss potential features and shortcomings of suggestions, and ways to limit feature scope to quickly iterate and deliver minimum viable products.
- Took ownership of the entire CSS codebase. Changed from Less to Sass, leading to broader functional capabilities and more comprehensive build tool support. Introduced Autoprefixer, eliminating the need to include CSS vendor prefixes. Created a style guide, including CSS coding standards, and led efforts for the engineering team's adoption.
- Spearheaded replacement of many raster images with SVGs, reducing page weight and improving appearance on high-density display. Created SVG "sprite sheets" containing reusable symbol definitions that could be animated via JS/CSS while applying dynamic stroke/fill colors.
- Implemented several new site features while working with the full stack, including data modeling, URL routing, UX/Interaction, templating/layout, animations and CRUD work.
- Refactored the core controller for all video playback used to track events for different types of videos (online courses, regular videos, preview videos, limited time guest videos, expert bio videos) across a large number of UI schemes that could be played via multiple "engines" (HTML5, Youtube API, 4 Flash APIs). All metrics gathered during video playback, state management, video overlays, and video configuration had to pass through this controller.

Glyde [glyde.com]
SOFTWARE ENGINEER   May 2012 – May 2013

- Served as integral member of the engineering team to develop, organize, and maintain the primary user interface of Glyde (a peer-to-peer marketplace for consumer media and electronics) and several subsidiary projects.
- Collaborated with engineering, marketing and product teams to add and adjust features based on metric driven decisions to a complex object-oriented codebase.
- Worked with another engineer to architect, model, develop, and implement the Glyde Sell-Smart service to compare Glyde's prices and features with other leading marketplaces.
- Introduced Glyde's first functional testing via PhantonJS (headless Webkit) and Jasmine.

TWG (The Web Guys) Design Studio [thewebguys.com]
LEAD PROGRAMMER   January 2008 – January 2012

- Served as a flexible back- and front-end developer to create customized client websites in collaboration with sales and design. Started as frontend, transitioned to lead backend developer while also writing JavaScript daily.
- Rewrote more than 20 sellable components from scratch for improved customization and performance.
- Recreated the architecture for MyNewKyHome.com with increased functionality and speed.
- Developed a large-scale menu ordering system and a mailing list manager for Sysco Corporation to distribute to regional restaurants.

EDUCATION

Elizabethtown Community & Technical College
AAS Degree in Web Design & Development, 2007
Elizabethtown, KY

TECHNICAL EXPERTISE

Languages: JavaScript, Node, HTML5, CSS3/Flexbox, Sass/Less, PHP, SQL, MongoDB
Frameworks: React/Redux, GatsbyJS [personal projects], Wordpress
Software: Terminal/CLI, Git/Github, SQL Server, Yarn/npm
Exposure: IIS, Apache, NGINX, SVN, Ruby On Rails, GraphQL/Apollo, React-Native, Webpack, Babel