

Bradley Staples

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PROVEN SOFTWARE ENGINEER

Eighteen years of career highlights in the areas of:

- ✳ **Adaptation:** Self-taught developer who manages dynamic situations in flux or major business pivots.
- ✳ **Strong Teamwork:** Thrives when collaborating, including negotiating with large cross-functional teams.
- ✳ **Impact:** Focusing on the most important work, driving core goals to completion under critical deadlines.
- ✳ **Remote/Distributed Teamwork:** Remote worker since 2018; many years of distributed teams across timezones.

PROFESSIONAL EXPERIENCE

Shopify | shopify.com

Developer

December 2021 – May 2025

Tech Stack: React, Jest, GraphQL, Ruby on Rails, Polaris (Shopify's public design system)

- ✳ **About:** Shopify is an e-commerce system for millions of merchants to create their own website storefronts.
- ✳ Worked as front-end developer on the Custom Data ("metafields") team, helped create the platform for merchants to create custom schemas and data models on top of the default Shopify primitives, at massive scale.
- ✳ 1 of 4-member team to create the UI for the massive years-long taxonomy project, enabling millions of merchants to map predefined taxonomy standards (such as sizes or colors) to their own unique needs, names, and values.
- ✳ Recreated "Smart Collections" such that a collection of products could automatically include all products matching those taxonomy values created by the merchant (such as "all red shirts" or "vegan ingredients under \$5").
- ✳ Established new data modeling types such as Money and "lists", enabling arrays of most pre-existing data types.
- ✳ Led port of metafields to mobile app via React Native along with documentation for subsequent devs.
- ✳ Initiated a consolidating refactor of thumbnail/preview code spread across *hundreds* of files to a centralized system.
- ✳ Rapidly onboarded to Themes team to temporarily help with a *tight* deadline with callouts from 2 separate directors.
- ✳ Praised for in-depth PR reviews and descriptions, with a senior dev calling them "art perfected as science".
- ✳ Used Apples's VoiceOver and ARIA attributes to make sure our incredibly rich interface elements were accessible.

LendingClub Bank | lendingclub.com

Lead Software Engineer

March 2021 – May 2021

Senior Software Engineer

March 2017 – March 2021

Software Engineer

November 2015 – March 2017

Tech Stack: Node.js, in-house abstraction layer on top of Express and Handlebars, React

- ✳ **About:** LendingClub was a FinTech peer-to-peer loan platform with both retail users and other lenders as customers.
- ✳ Mentored less senior engineers, and often more senior engineers who had differing skillsets. Gave training sessions about Sass, Flexbox, our design library, and onboarded dozens of regular/senior UI Engineers.
- ✳ Served as lead for pandemic emergency adjustments to allow customers to skip payments or pay only interest. Represented my team in a scrum-of-scrum ceremony alongside 8 more teams to meet incredibly tight deadlines.
- ✳ Single-handedly onboarded a new offshore contracting agency to replace the former website-content team; along with efforts by QA to automate testing, we reduced CMS time-to-production from 1/week to 3x weekly.
- ✳ 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. Authored Sass mixins and functions to alleviate duplication, and SVGs to give higher fidelity assets at reduced payloads.

- ✳️ Created content types for preexisting dotCMS to handle precise insertion of marketing content to non-marketing pages, including legal footnotes rendered in a common footer from content included in other modules. Oversaw 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.
- ✳️ Converted monolithic Java/JSP pages to Node.js & micro-service API calls, with best test coverage of all UI teams.
- ✳️ Transitioned to React/Redux, and facilitated conversations to establish best practices for their conversions.
- ✳️ Helped develop a micro app which analyzed browser statistics against the cost-of-engineering efforts to determine which browsers brought in the most revenue, then prioritized UI bugs via their effort and revenue costs.
- ✳️ Testing (client and server unit tests & functional tests) done with Mocha, Chai, Sinon, Proxyquire, and PhantomJS.

Grokker | grokker.com

Software Engineer

June 2013 – November 2015

Tech Stack: Node.js, custom JavaScript module system, MongoDB

- ✳️ About: Grokker was a subscription video streaming service aimed at cooking, fitness, and yoga videos.
- ✳️ Worked the full stack: data modeling, URL routing, UX/Interaction, templating/layout, animations & CRUD.
- ✳️ Rewrote over 90% of the UI code to adapt a desktop-only site into a fully responsive, mobile friendly version.
- ✳️ Decreased the “start render” metric by an average of 0.5 seconds, and decreased load time by an average of 4.5s.
- ✳️ Performed research that lead to a change of CDN after noticing the disproportionate content download time.
- ✳️ Took ownership of the entire CSS codebase, switching from Less to Sass for broader functional capabilities and more comprehensive build tool support. Added Autoprefixer, eliminating the need to include CSS vendor prefixes.
- ✳️ Led switch from raster images to SVGs, reducing page weight and improving fidelity on high-density displays.
- ✳️ Established SVG “sprite sheets” of reusable symbol definitions that could be individually styled and animated.
- ✳️ Refactored the core controller for *all* video playback used to track events for multiple video types across multiple UI interfaces that were played via multiple “engines” (HTML5, Youtube API, 4 Flash APIs). All metrics gathered during video playback, state management, video overlays, and video configuration passed through this controller.

Glyde | glyde.com

Software Engineer

May 2012 – May 2013

Tech Stack: Handlebars, Ruby on Rails

- ✳️ About: Glyde was a peer-to-peer marketplace for consumer media and electronics with several subsidiary projects.
- ✳️ Served as integral front-end engineer to develop, organize, and maintain the primary user interface.
- ✳️ Helped architect and develop “Sell-Smart”, a service to compare prices and features to other leading marketplaces.
- ✳️ Introduced Glyde’s first functional testing via PhantomJS (headless Webkit) and Jasmine.

TWG (The Web Guys) Design Studio | thewebguys.com

Lead Programmer, Front- and Back-End

March 2009 – January 2012

Programmer, Front-End

January 2008 – March 2009

Tech Stack: JavaScript, VBScript/Classic ASP, Access

- ✳️ About: TWG was a boutique design agency focused on creating small to medium websites for regional businesses.
- ✳️ Served as a flexible developer to create highly customized client websites in collaboration with sales and design.
- ✳️ Rewrote more than 20 sellable components from scratch for improved customization and performance.
- ✳️ Recreated the architecture for a regional MLS REALTOR® website to power multiple individual REALTOR® sites.
- ✳️ Developed a menu/ordering system and mailing list for Sysco Corporation to distribute to many regional restaurants.