Keith Rose | Full Stack Developer
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<u>Summary:</u>

- 6+ years of expertise and fluency writing advanced Javascript/Typescript
- Hands-on experience with major Javascript frameworks (Angular, React, Vue, Svelte)
- Familiar writing REST API's using serverless/edge/cloud compute (Cloudflare Workers)
- Experienced working in a face pace and client-facing environment (eCommerce Agency)
- Follow modern Web Standards and emerging Web APIs (Fetch, WebSockets, WebGPU)
- Strong skills writing Front-End applications consuming Back-End APIs (CSS, Shopify)
- Decent understanding of using CLI and version control (NPM, Git)
- Exposure to CI/CD workflows and custom scripting (Bash, Github Actions, Bun)
- Practice with creative design software (Figma, Invision, Photoshop)
- Accustomed to collaboration and project management software and tools (Jira, Asana)
- Hobbyist background creating interactive media/video games (Unreal Engine, Blender)

<u>Professional Experiences:</u>

Ripen (eCommerce Agency)
Software Engineer - Employee
Jan 2020 - Oct 2021

- Joined Ripen eCommerce as an "Associate Engineer", quickly getting to work collaborating alongside my senior peers and in-house creative team developing solutions for the agency's portfolio of Shopify, Wordpress, and Magento clients.
- Undertook over a dozen clients and adjacent responsibilities to be promoted within 10 months with positive remarks.
- Deployed professional code into production implementing "pixel perfect" and peer reviewed designer compositions of reusable site components
- Created seamless connections into SaaS integrations (Klaviyo, Content Square, Hubspot, Hotjar) and custom solutions to address client's needs.
- Collaborated with an in-house creative team to create deliverables based on client requirements and feedback within time/budget/scope constraints.
- Responsive to direct client communication and feedback.
- Lead Front-End Development of significant clients to develop custom components and create satisfactory results aiding in the client retention and significant long term contracts (and SOWs) to be signed and paid in full upfront.
- Architected solutions that *significantly* automated manual workloads done by clients and pipelines that could be incorporated to deliver new (or enhanced) functionality to other systems responsible for email notifications and reporting.

UBTech (Robotics and Education)
Software Engineer - Freelancer
Oct 2021 - Oct 2022

- Worked with UBTech's American team entrusted to maintain and improve their eCommerce Shopify storefront and STEM Education curriculum on WordPress.
- Automated the manual processes typically performed by the marketing team.
- Created custom solutions that could process submissions from familiar tools such as Google Forms or Hubspot, the marketing team could be relieved of a laborious process with a new flow that reduced the chances of manual errors and become the base for additional features such as transaction emails, logging, and notifications.
- Played a key role developing and deploying landing pages for their flagship product lineup, landing pages for marketing, HTML emails, and assisting with the internationalization (i18n) of their eCommerce operations with plugins akin to LangShop.
- Working with a China-based company, I navigated unique situations such as solving challenges related to serving segregated markets (Alibaba Cloud DNS and ISP line configurations) and finding effective ways to communicate asynchronously across different time zones with departments of differing levels of accessibility and language barriers.

Personal Projects:

Moddable.io - Self Deployed Serverless CMS (2022 - Ongoing)

- Moddable is a web application framework and CLI built using the request/response web standard and deployable as a single Cloudflare worker.
- Instances are deployed with user authentication, storage, administrative dashboards, and continuous integration (batteries included) in less than 5 minutes.
- The project is written in Typescript and its CLI used for code generating, module versioning, dev server, and bundling is powered by Bun.

Atomics.app - Real Time Collaborative Space (2024 - Ongoing)

- Atomics is a digital whiteboard to organize thoughts, visualize concepts, brainstorm, and teach ideas with realtime cross-browser/cross-tab updates and collaboration.
- Installable as a Progressive Web Application (PWA) it can run entirely offline/on-device without an internet connection using local data (IndexDB).
- Utilizes shared library and architecture patterns ran on both the server worker and server and enables on-device compute capabilities (ex: AI, WebGPU)