

# Jaybill McCarthy

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## OBJECTIVE

Senior developer and analyst with over twenty years of experience looking for a role where I can bring my considerable experience to bear on solving business problems and mentoring junior developers.

## PROFESSIONAL EXPERIENCE

### Opportun

#### *Senior Developer (August 2016 - Present)*

Built web application for collections operation of growing consumer lending company. Originally built in AngularJS, organized and implemented massive incremental refactor and reimplementing of entire application in Angular.io, React and Mobx while not disrupting regular operations. Worked on leads tracking system to assist marketing group developing new business. Developed settlements system to augment collections application, creating a UX that replaced a giant and hugely inefficient manual process that is projected to free up more than fifteen full time employees to do more important work. Developed a number of useful tools to facilitate faster and more efficient development. Worked on a large team and had the opportunity to mentor junior developers.

### RPG Chef (<https://rpgchef.com>)

#### *Founder/Lead Developer (August 2015 - August 2016)*

Developed consumer-facing React/Redux application for creating Dungeons & Dragons RPG content. Allows users to create and edit content modules which are then dynamically converted to LaTeX and returned as a PDF in real time. Developed backend services using Hapi.js and PostgreSQL. (Source: <https://github.com/jaybill/rpgchef>)

### Billups Worldwide

#### *Senior Developer (December 2014 - August 2015)*

Developed React-based OOH inventory and planning application against a set of REST microservices written in Go. Developed entire application architecture and tooling. Built a ground-up replacement for Google Maps as a React component using OpenStreetMaps. Mentored junior developers. Vastly improved developer productivity and application stability.

### Liquid Agency

#### *Senior Web Developer (August 2012 - February 2014)*

Developed web applications for a variety of clients, including Intel, Adobe, Microsoft and a number of other regional and national brands. Designed and implemented new version control, development, staging and deployment system. Mentored junior developers.

### Rivety

#### *Lead Developer (March 2007 to September 2011)*

Developed Rivety (formerly Communit.as), an open source application and platform for building sites requiring social networking and community features, based on PHP 5. Developed sites for Black Diamond Equipment, Ryz, ARTST, Vero and others.

### Opus:Creative

#### *Systems Engineering Manager (2005 - 2006)*

Developed .NET web applications. Worked on several large-scale data driven web applications for Nike, Intel and Tektronix. Developed CMS application using Microsoft Sharepoint as a back end. Managed small team of developers.

### John Wiley & Sons

#### *Lead Application Developer (June 2001 - July 2004)*

Developed software solutions for electronic publishing using Java/XML. Developed an image archive content management system for the Higher Education division. Developed a prototype quality assurance tool using groundbreaking generative programming techniques. Also developed an employee facing help desk tracking application using Vignette on Solaris against an Oracle database. Member of the Development Standards Team, which deployed and set standards for the rollout of IBM WebSphere and MQ Series.

### Dirty Water Integrated

#### *CTO (January 2000 - June 2001)*

Managed the software engineering group at an NYC-based advertising and web development startup. Conceived, designed and oversaw development of a Java based XML/XSLT-based web publishing architecture. Often called upon by other departments to lend technical expertise to discussions of clients business issues.

### AKA Enterprise Solutions

#### *Developer (October 1998 - December 1999)*

Built and maintained software solutions for use with financial systems including Great Plains e.Enterprise using the proprietary GPS Dexterity IDE. Designed and deployed development environment back-end. Worked as an integral part of a large development team.

## SKILLS AND TECHNOLOGIES

### Programming Languages:

Java, C#, Kotlin, Go, JavaScript/TypeScript, C (No, really.)

### JavaScript Frameworks:

Angular(io/js), React, Redux, Mobx, GraphQL, Node/Express

**JavaScript Tooling:** Webpack, Gulp, Grunt

**Presentation Languages:** HTML5, CSS3, LESS, SASS, PostCSS

**Database Platforms:** MongoDB, Redis, PostgreSQL, Maria/MySQL, Oracle, Microsoft SQL Server, SQLite

## EDUCATION

New York University – Systems analysis and relational database design focus.