

PHILIP CUNNELL

Software Engineer

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Professional Summary

Starting from Galvanize in 2016. Proven track record as a UI developer at ClickFox (Angular 2+), followed by full-stack roles at Beatport (React, Python), eGauge, and Autopay (React, Vue, NestJS). Continuously building skills through diverse side projects alongside professional work.

Work Experience

Full Stack Developer, AutoPay - Denver, Colorado | Jun 2022 - Feb 2024

- Improved car loan application processing time by re-architecting back and front-end systems. Using NestJS, React, and Vue. Interfaced with AWS tools such as lambdas and cloudwatch
- Created internal Retool applications, streamlining onboarding for non-technical teams.
- Increased team productivity by refining workflows, conducting stand-ups, maintaining testing standards, and leading code reviews and technical syncs.

Software Engineer, eGauge Systems - Boulder, Colorado | Jun 2021 - Apr 2022

- Addressed bugs and integrated features, including distributor location with Leaflet.js, by introducing a Python-centric role and deploying a new process via Ansible, enhancing system stability and performance.
- Provisioned Digital Ocean databases for testing

Software Engineer, Beatport - Denver, CO | Dec 2019 - Jun 2021

- Managed feature maintenance, creation, and third-party plugin integration across 5 repositories (e.g., HubSpot, Recurly, FB Pixel, Google Analytics, Exact Target), leading to an increase in system efficiency and data accuracy.
- Gained Python/Django proficiency, adding endpoints and features to the code base, increasing API performance.
- Ensured stringent code standards through thorough code reviews and maintained approximately 90% testing coverage across projects, significantly reducing bug incidence.
- Assisted in sprint task organization and occasionally led retrospective meetings.

UI Developer, ClickFox DBA Bryter - Denver, CO | Jun 2017 - Dec 2019

- Maintained Front End codebase with Angular 2.x using state management, enhancing user interface performance.
- Created and maintained unique sankey diagrams with JavaScript, improving data visualization and user engagement.
- Tested and delivered work in sprint cycles, ensuring timely project completion and consistent delivery of software.

Beer Courier, C.R. Goodman - Aurora, CO | Feb 2016 - Oct 2016

Manager, Popinder - Boulder, CO | Jun 2015 - Feb 2016

Mud Logger, Weatherford - ND/AK | Mar 2014 - Mar 2015

Education

Full Stack Web Development Immersive | Galvanize - Platte | Oct 2016 - Apr 2017

BA, Geophysics | University of Colorado - Boulder CO | Graduated 2013

Notable Projects

2024 | TheRiverSings - Full stack side project, designed implemented, deployed and maintained

2018 | System to discover/quantify driving factors or 'Dominant paths' in journey data ("US 62/640,728") | Patent

2017 | 'Captain hack the planet' 8 hour team project combining rain data mapped to piano notes. | Galvanize Hackathon

Skills

Languages: JavaScript | TypeScript | Python

Frameworks: React | Vue | Svelte | Angular 2.x | Django | Node.JS | Next.JS | Sequelize | Prisma | Contentful | Retool | Express.JS

Databases: PostgreSQL | MySQL | Redis

Tools: JIRA | Trello | Sumo Logic | Sentry | VS Code | ESLint | Prettier

Design: RESTful APIs | GraphQL

Testing: Jest | Mocha | Cypress | Selenium

Cloud Platforms: AWS | Supabase | Firebase | Digital Ocean | Vercel | Heroku