

JOEY LANGE

Technology Leader, Full-Stack Developer, Creative Problem-Solver

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Profile

I believe that in the right environment, I can direct and participate in the production of excellent software that people love to use while enriching their lives.

Experience

Senior Software Engineer — Ever Loved — Remote — 2019–2023

Python, Django, Postgres, Redis, GCP, SCSS, HTMX, ES6

Implemented in-house eCommerce marketplace as well as subscription-gated "Premium" feature controls, both creating novel revenue streams for the company. Modernized and unified payment checkouts, leading to higher rates of conversion across all revenue-generating features as well as more dependable and testable code. Re-imagined entire portions of the user interface for better usability, which decreased customer support contacts. Built flexible revenue reporting dashboards to enable our founders to make strategic decisions with timely and accurate revenue data. Led efforts to modernize jQuery-dependent front-end code to use modern ES6 without excess third-party dependencies, thereby reducing page load time and increasing site performance. Mentored junior engineer, increasing their effectiveness on our team and enabling growth in their career. Worked with external vendors to integrate their products into our offering, unlocking further revenue streams for the company.

CTO, Co-Founder — SnapShip — Remote — 2016–2019

Python, Falcon, Peewee, Postgres, Redis, AWS, React, Redux, iOS (Objective-C), Android

Architected high-availability, horizontally-scaling web service with REST-like API and distributed data stores, customer and internal iOS and Android apps and React-based web interfaces, expert intelligence system to find the best postage for a given package to enable shipping thousands of packages daily, and integration with numerous third-party services via several HTTP API interface styles (REST, SOAP, RPC, EDI) for order ingestion from clients' various eCommerce storefronts.

SDE I, Mobile — Amazon Web Services — Seattle, WA — 2014–2015

Objective-C, iOS SDK, Objective-C++, Fastlane, Java, Android SDK, Gradle, Jenkins

Primary engineer for Amazon WorkSpaces mobile apps for iPad and Android tablets. Implemented service health check interaction using core-level networking APIs, usability tools like screen magnification, client co-branding (white-labeling) capability, and worked to integrate several updates to C++ client protocol library both via Objective-C++ compilation on iOS as well as JNI integration on Android. These efforts improved user experience and enabled the successful capture of multiple Fortune-500-scale clients to the Amazon WorkSpaces customer base. Implemented CD/CI pipeline of client builds for faster QA processes and less waiting time for app release.

SE III, Cloud Drive — Amazon — Seattle, WA — 2013–2014

Internal Amazon Services, AWS, CI/CD, Java, Perl/Mason, Python

DevOps (before DevOps was a widely-used term) engineer managing global-scale web services for Amazon Cloud Drive, which in turn served Amazon Photos, Amazon Music, and Send-to-Kindle products. Maintained fleet of 1,000+ virtualized servers running with continuous integration and deployment, built and used service vital sign monitoring to ensure minimal downtime, and built and maintained tools for customer service representatives to solve user technical issues with one click. Increased reliability of web services and improved customer experiences. Designed AWS security policy for second-generation Cloud Drive services to keep resources secure, stable, and available for engineering teams.

Education

B.Sc., Computer Science & Theatre Arts
University of Puget Sound; Tacoma, WA, 2013

Skills

Full-stack software engineering, Python, Django, Golang, Unix/Linux, Docker, AWS, GCP, ES6, HTML, CSS, SCSS, Agile Methodology, Sprint Planning, Mentorship, React, Redux, PostgreSQL, Redis, Objective-C, Cocoa/Touch, Swift, Fastlane, Java, Android, Jenkins, Git