JAMES IVES
SOFTWARE ENGINEER

About

I'm a Full-Stack Software Engineer with a profound interest in programming and design. I've worked in a variety of different industries, from digital media publishing, to video games, telecoms and financial technology. I enjoy working with a team, always enjoy a good challenge while bringing a project a project to life and love experimenting with new technologies.

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Skills

Languages: JavaScript, TypeScript, Node, Python, Sass, LUA, PHP, JSP/JSTL, Java, CSS, HTML.

Frameworks: React, React Native, Redux, AngularJS, xState, Google AMP, Jekyll, i18next.

Testing: Jest, React Testing Library, Selenium, Puppeteer, Tape, Percy.

Other: CI, PostgresQL, SQL, AWS, Firebase, Sketch, Photoshop, Technical Writing / Documentation.

Experience

Blizzard Entertainment | Irvine, California | 2020 – Present
Senior Software Engineer (Full-Stack)

United Income from Capital One | Washington D.C. | 2018 – 2020
Senior Software Engineer (Full-Stack)

- Built world-class financial investment software, helping the business mature from an early startup to successful exit via acquisition by Capital One in July 2019.

- Established an open-source component library in collaboration with in-house design team. The library, designed to speed up front-end processes and limit design regressions, now contains over 100 UI components. The library includes a wide array of unit and visual regressions tests.

- Co-created McGonagall, a security-focused framework built with xState to collect large datasets via questionnaires. The framework simplifies data collection, allowing us to quickly spin up new question flows. Contributed across all components (UI, logic, back-end APIs).

The Washington Post | Washington D.C. | 2017 – 2018
Principal Software Engineer (Full-Stack)

- Led and contributed to large development teams during all phases of site build outs, from planning, programming, and all the way to client delivery.

- Worked to understand the needs of each client before spec'ing out and starting work. This included having stakeholder meetings to determine the back-end integration and design specifications they needed. During my time at WaPo I worked with clients such as The LA Times, MLB, Boston Globe and more.

- Built an open source library to assist with the display of advertisement creatives called ArcAds. Built with the goal of simplifying the process of displaying advertisements while improving maintainability and testing across all client projects.

Alaska Dispatch News | Anchorage, Alaska | 2015 – 2017
Lead Software Engineer (Front-End)

- Led a team of developers building web services for Alaska's largest news source, including the entire website overhaul in 2016.

- Migrated Alaska Dispatch News from a legacy Drupal implementation to a headless CMS model with an AngularJS front-end. Since the overhaul Alaska Dispatch News saw over 300 thousand daily hits.

GitHub Pages Deploy Action

Built with Node and TypeScript for the GitHub Actions CI platform. This recipe can be used to simplify the deployment process for static pages to GitHub Pages.

Actively maintained since 2018, the action has seen over two hundred thousand installs.

Fetch API Data Action

Initially created for the 2020 GitHub Actions hackathon. This CI recipe fetches authenticated API data and downloads it into a repository.

Contract and Volunteer

OurStreets | Washington D.C. | 2020

Software Engineer (Full-Stack) (Volunteer)

- Collaborated with OurStreets on their Covid-19 initiative project with the aim of connecting people in DC with essential supplies.

- Created a series of React Native components and screens such as call to actions, global navigation bars and more.

Zwackery | Melbourne, Australia | 2020

Software Engineer (Front-End) (Volunteer)

- Designed and built a brand-new website for Zwackery, an Australian DJ from Melbourne.

- Built using Sketch and React. Includes a Twitch integration that displays an embed when they are currently live streaming.

Team Secret | United Kingdom | 2018

Software Engineer (Front-End) (Contract)

- Worked closely with the popular eSports team, Team Secret, to create a brand-new website and blog.

- Built using PHP and WordPress, includes a number of interactive features such as team / player management tools, game scheduling tools, and more.

Red Moon Workshop | Austin, Texas | 2015-2016

Software Engineer (Full-Stack) (Volunteer)

- Built a brand-new website and PWA for their company and games titles using React and Google AMP.

- Created a number of one-off single page applications for content reveals.

- Created a Perforce integration for Discord/Slack which allows you to see when contributions are made to a repository.

Valve Software | Bellevue, Washington | 2013-2014

Software Engineer (Front-End) (Contract)

- Collaborated with Valve Software, a game studio based in Washington on a number of technical writing pieces for a wide variety of their products and services being introduced on their Steam platform.

- Beta tester for their prototype Steam Machine and Controller products running SteamOS. Provided bug reports and feedback for all software and hardware updates.

- Worked on a variety of contract Front-End web projects for their international gaming tournament events.