

Joshua McGee

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Web / API / Software Engineer

» Profile

Creative, enthusiastic engineer successful in developing software and leading teams in commercial and research environments, onsite and (since 2013) as a full-time remote employee. Twenty-three years' experience in Web technologies, APIs, and object-oriented programming languages, with excellent analytical, mathematical, verbal, and leadership abilities.

» Skills

Core Skillset

Ruby on Rails (eight years), Ruby, Javascript, jQuery, HTML5/CSS3, postgres, Perl, full LAMP stack

Certification

Red Hat Certified Linux Technician

» Experience

Ampion, Boston, Massachusetts

Principal Software Engineer, October 2018 – Present

Ampion serves the renewable energy market by offering a SaaS platform for managing, monitoring, and billing community solar farms.

My responsibilities have involved the development of technology strategies, core feature development and refactor in the billing and invoicing system, coordination with C-level staff, DevOps work, code review, and team leadership.

Hallmark Labs, Santa Monica, California

Senior Software Engineer, August 2014 – November 2016

Promoted to Software Architect, November 2016 – March 2017

I was hired by the Director of Engineering to work on the Hallmark eCards platform following my successes at JibJab. I developed our RESTful Ruby on Rails API to serve an AngularJS front-end and iOS apps, as well as backend code for payment processing, Apple in-app billing, coupons/promotions, and direct email marketing. Following the departure of the eCards API team lead, I was promoted to lead the project.

As a result of our demonstrated success with this platform, Hallmark (our parent company) asked our team to develop a user management system for all Hallmark properties, including mail-order purchases, print-on-demand services, and the Feeln streaming video service in addition to the eCards property. I architected the user management system (called Hallmark

LIFE) and supervised the migration of over a million user accounts.

After this success, I was promoted to Software Architect and architected a single sign-on, account management, and payments system to be used across Hallmark properties utilizing a core Ruby on Rails API and microservices in a number of technologies.

Three Day Rule, Los Angeles, California

Senior Software Engineer, April 2014 – July 2014

I was hired at Three Day Rule to fill skills gaps in the existing tech staff. Over the course of a few months, I converted the threedayrule.com site to mobile responsive design, developed image processing code to allow users to upload, crop, and edit photos, and optimized the efficiency of our matching algorithms by 24%. After meeting the objectives for which I was hired, I accepted an offer at Hallmark Labs to return to the world of eCards.

JibJab Media, Venice, California

Senior Software Engineer, November 2011 – November 2012

Promoted to Technical Lead, November 2012 - February 2014

In my first large project at JibJab, I was part of a four-person team to upgrade the JibJab.com site from Rails 2 to Rails 4. I led my next project, supervising three other engineers and working with an SEO specialist to optimize the site's eCards for better search engine placement.

With the launch of the StoryBots.com family of products, I architected and developed a RESTful API in Ruby on Rails to serve a suite of iOS applications, including establishing security policies to meet the requirements of online children's protection legislation.

Following this, I was appointed to a three-person team, along with one senior employee from the product team and one senior employee from the art department, to develop the company's driving mission for 2013. We interviewed stakeholders across the company, developed a consensus, and proposed a plan to convert JibJab — which at that point was powered by Flash and incompatible with iOS — into a mobile-friendly experience. I led a tech team consisting of three other engineers, one designer, and one product manager throughout the remainder of 2013 to convert the site to mobile responsive design, upgrade our image processing and upload functionality, and rebuild our video rendering technology. This project was a huge success, and we met every goal we had proposed.

Full Scale Magic (fullscalemagic.com), Los Angeles, California

Independent Web Contractor, February 2008 – October 2011

As an independent website contractor from 2008 to 2011, I worked for a variety of clients to develop ecommerce sites and websites for small businesses and nonprofits. For a lighting design company, I developed an online call auditing system for a customer support system using the LAMP stack, working with PBX hardware in a Linux environment.

Teledyne Scientific and Imaging, Thousand Oaks, California

Member of Technical Staff I, February 1998 – December 2004

Promoted to Member of Technical Staff II, December 2004 – November 2007

As a member of the Human-Computer Interaction and Multimedia group, I developed research software across a range of aerospace and defense applications.

- Designed API, coded server-side software, and developed mobile c++ code, allowing scouts on a battlefield to share their geolocation information, identify enemy positions, and view other scouts' positions and data on a real-time map.
- Primary software engineer on unmanned aerial vehicle program, developing an API allowing camera drones to transmit data to a server and receive flight instructions.
- Developed wearable computer system from commercial and custom hardware and presented our research at the International Symposium on Wearable Computers.
- Team member for the EWxR Enhanced Weather Radar system, under NASA funding, to collect cartographic and weather information from a server and combine it with onboard aircraft data to provide commercial pilots with seamless, extended-range, enhanced guidance displays.
- Co-developed head- and eye-tracking software, allowing a user to control displays by gaze.
- Wrote software for landmine detection systems to help clear the planet of legacy minefields.

California Lutheran University, Thousand Oaks, California

Web Developer, 1996-1998

- Conceived and implemented a client-side Web database system for university alumni office.
- Created online university course catalog and magazine issues from Adobe Publisher files.

» **Education**

California Lutheran University, Thousand Oaks, California

Bachelor of Science, Mathematics (honors), 1999

Test scores

SAT: 800 math, 790 verbal

GRE: 730 verbal, 780 quantitative, 780 analytic

» **Side Projects**

ManabaseCrafter | manabasecrafter.com

Popular *Magic: The Gathering* site to assist players in game deck design

TileArray | tilearray.com

Web application to transform uploaded images into photo tile mosaics

Collect Postmarks | collectpostmarks.com

Reference site for philatelists pursuing unusual postmarks across the country.

Dickens.me | dickens.me

Custom site for writers to contribute to an ongoing Choose Your Own Adventure story

References available at LinkedIn and upon request