

BRUCE A. HARTMAN

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Longmont, CO

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- Passionate front-end and full-stack engineer with over 2 decades of experience
- Experienced mentor and software architect for both small and large scale projects
- Partner with product owners to develop iteratively and create the best possible product
- Able to work in the details, while being mindful of the larger business strategy
- Well-versed in working in an agile team environment (scrum, kanban)
- Able to balance both technical excellence and efficiency for delivery
- Well-informed on the latest front-end technologies and when to use each tool for the job
- Excels at writing specifications, design documents, and managing backlog stories/tasks
- Recent endeavors include lead roles in designing React web applications.
- Direct experience in the following technologies: React, Angular, Ionic mobile, JavaScript, NodeJS, HTML, SASS, CSS, AJAX, JSON, Restful Web Services, MySQL, PostgreSQL and Git.

PROFESSIONAL EXPERIENCE

Senior Full-stack Engineer, KegHounds, Remote, 2023 (Contract)

- Enhanced and extended web portal using Ruby on Rails and Tailwind CSS
- Developed iterative features for user administration, inventory tracking, and order management
- Directly interfaced with the head of product to improve the usability and organization of the applications

Senior Full-stack Engineer, Ntrinsec, Denver CO, 2021 - 2022

- Created the software architecture using React, Material UI, Node Express
- Designed the web app from the ground up to help customers manage and encrypt their assets - replacing highly manual Cloud management processes.
- Worked on SQL stored procedures to power data analytics charts (MySQL)
- Architected the user management and RBAC systems (Auth0)

Research Engineer, Stealth Software, Remote, 2020

- Created the React-based Front-end Software architecture.
- Designed and implemented beautiful and highly functional user experiences on three different projects using React, JavaScript, Sass, Material UI:
 - Block chain viewer with the ability to zoom on any time segment.
 - Network traffic viewer.
 - Visual Cryptology Schema builder.

Senior Front-end Engineer, Fevo, Remote, 2019 - 2020

- Led the team in creation of a component library standardizing the UI/UX across Fevo
- Designed the initial software architecture using React, Emotion CSS and Storybook
- Created UI components resulting in more efficient development for the front end

Senior Front-end Engineer, Talus Analytics, Boulder, CO 2019

- Built complex displays for the Talus Flood analytics tool (JS, React, D3, and Sass)
- Collaborated with team to create the React architecture used on all future projects
- Developed the UI for the Talus Wildfire analytics tool in HTML, CSS, Javascript and GraphQL

Senior Full-stack Engineer, Lena, Boulder, CO 2018 - 2019

- Built new features for Lena's flagship product, which showed data analytics on child development (HTML, Javascript, CSS, Bootstrap, Java, Hibernate, SQL and D3)
- Designed and implemented the software architecture to convert the product over to Vue JS

Senior UI Engineer, Here (formerly Nokia), Chicago, IL 2014 - 2017

- Created the new tools that were used to create map features for Here's GPS maps, using Angular JS, HTML, CSS, Mongo DB, and OpenLayers.
- Designed the base components used by the new series of map tools.

Senior Front-end Engineer, Firstlook Systems, Chicago, IL 2012 - 2014

- Created features for the Firstlook product for auto dealerships to manage their inventories and view data analytics concerning trends in auto prices (Javascript, JQuery, JSP, Java, C#, Amazon S3, and SQL Server)
- Researched, planned, and provided projections for the Firstlook 3.0 product release

Senior Full-stack Engineer, Westell, Aurora, IL 2010 - 2012

- Designed the application framework and front-end and back-end features for the HomeCloud product, turning a computer router into a backup and storage device for the computers in a household. (JQuery, Javascript, HTML, Java, and OSGI)
- Wrote several design specifications for the new HomeCloud product
- Led an eight person contractor team

Front-end Software Engineer, Panduit, Orland Park, IL 2009 - 2010

- Worked on several new features for their data center manager product, using Java Swing and SOAP.
- Led the initiative to evolve the flagship product using new technologies in both Flex/Flash and Silverlight.

Game Developer (6 Month Contract), 1st Playable, Troy, NY 2009

- Designed/coded exceptional cut-scenes using C++ and the Nintendo DS development kit.
- Contributed to four game titles.

Software Engineer, Alcatel-Lucent (formerly Bell Labs), Naperville, IL 1990 - 2009

- Lead front-end Engineer on over 50 new features, using Java, Java Swing, Fireworks, AdventNet, HTML, Javascript, JSP, AJAX, C++, and HP OvenView.
- Created a data-driven framework to display equipment pages saving hundreds of development hours.
- Designed and implemented the Layer 2 Network connection UI.
- Projects include: Java Front-end Lead (2001 – 2009), Rest Web UI programmer (2007), Web UI Engineer (1998 – 2001), Switch Fabric Software Engineer (1998 – 2001), and Fault Recovery Software Developer (1990 – 1995).

EDUCATION

MS, Computer Science, Illinois Institute of Technology, Chicago, IL. (3.86 / 4.00)

BS, Electronic Engineering Technology, DeVry University, Chicago, IL. (3.96 / 4.00)

North Central University, Minneapolis, MN, Music Major

INTERESTS

Designing and Playing Games, Disc golf, Hiking

Side project - Course: Your Restaurant Guide (please download from the Apple and Android stores or see <https://www.trycourseapp.com> for more information)