

Michael B. Rapp

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Experience

Software Engineer

Ace Metrix

June 2019 - Present

Tech company that measures the impact of video advertising and provides the tools and insights to make better creative.

- Maintained and extended products built with Java, Node, React, Angular.js, AWS, Redis, Docker, and Kubernetes.
- Personally extracted functionality from Java/Angular.js app and built extended standalone Python/React app.
- Led team in the redevelopment of a large Node app, migrating to Golang for increased efficiency and extendability.
- Implemented cross product URL encryption and decryption process, for enhanced security and fraud prevention.
- Rearchitected SQL queries and API responses to remove unnecessary data and improve response speed.

Lead Developer

CherryTree Inc.

June 2016 - May 2019

Custom hardware and software agency backed by Oscar winning composer, Michael Giacchino. Creators of the Star Trek Borg PC. Led team in development of mobile games, home automation systems, ecommerce and other web apps.

- Home automation systems featuring Unity frontend, Node.js backend, and integrates with Lutron lighting control.
- Ecommerce sites developed Ruby on Rails with Spree Commerce, React, and Wordpress with WooCommerce.
- Mobile games created in Unity. Games integrated with in-app purchases, ads, and highscores for iOS and Android.
- Introduced Scrum and issue tracking. Led weekly company wide meetings, and daily individual project standups.

Web App Developer

KanaiTek

Feb 2016 - June 2016

Web agency that worked with local and national companies developing custom made business software and web solutions.

- Contributed to CRM developed in PHP with MySQL, utilizing AWS S3, Trillio, Sendgrid, and various Google APIs.
- Led a team in the development of algorithms for scanning and identifying tens of thousands of unique files.
- Personally migrated and redeployed clients' websites from their original servers to company hosted servers.
- Wrote monthly SEO and social media reports for local companies tracking progress and suggesting improvements.

Game Developer Intern

PagodaWest Games

Dec 2015 - Feb 2016

Award winning indie game studio and developers of Sonic Mania, an E3 nominated game for "Best Switch Game" in 2017.

- Implemented requested features for games including: social postings, high score leaderboards, and ingame currency.
- Performed QA testing for games, elicited player feedback, and detailed improvement suggestions based on findings.

Digital Consultant and Developer

Freelance

Oct 2013 - Dec 2015

Worked with over fifteen small and medium sized companies to develop and improve online identity and customer reach.

- Researched client needs, designed prototypes, built solutions, and refined implementations to customer satisfaction.
- Designed and developed websites, integrated web services and APIs, and provided IT support and administration.
- Optimized sites for search engines, generated website content and social media posts, and monitored user analytics.

Additional Information

- Technologies: JavaScript, Java, C#, PHP, Ruby, Angular, React, SQL, WordPress, Rails, Xcode, AWS, Unity, Python, Node, Golang, Docker, Kubernetes, Flask, Express, Spring, Hibernate, Typescript, MongoDB, Redis, HTML, CSS.