

Gregory M Barnett

Senior Software Engineer & Musician

Jensen Beach, FL | gbarnett.net | github.com/Gbarnett374

Experience

Senior Software Engineer – Pluralsight / A Cloud Guru

February 2021 – Present

- Worked as part of a small team to design and build out our graded labs platform, allowing for a quicker feedback loop for our students.
- Mentored, created documentation and videos to enhance onboarding experience for new developers.
- Part of the on-call roster, and created several monitoring tasks to alert the team of potential issues with our platform, allowing us to address issues before customers are affected.
- Ran meetings such as standups, retros, sprint plannings.

Software Engineer – A Cloud Guru / Linux Academy

November 2019 – February 2021

- Developed and enhanced features for the world's leading hands on cloud labs platform.
- Lead and designed the first ever Hands On Azure Active Directory Labs platform.
- Lead major refactor of our Azure labs platform which resulted in increased capacity.
- Worked directly with the support team to quickly triage and resolve user login issues.

Software Engineer – Ship Sticks

October 2018 – November 2019

- Currently working as part of a small team reporting directly to the Director of Engineering. Additionally, I worked with an offshore team located in India.
- Refactored a legacy Ruby on Rails application and built out a new dedicated luggage vertical. Tasks included fixing failing unit tests, rake tasks, integrating our API into the front-end, and converting legacy code to use our new data models.

Full Stack Software Developer – MakerBot Industries

April 2016 – October 2018

- Responsible for a platform that manages large farms of 3D printers. Additionally, I contributed to MakerBot's flagship desktop 3D printing software, Thingiverse: one of the top communities for sharing 3D models, & MakerBot's data collection service.
- Added additional parsing & validations to prevent users from submitting incorrectly formatted files or sending jobs to incompatible printers. Resulted in an increased number of successful print jobs.
- Integrated example print files available in our desktop application resulting in a quicker workflow for our users when setting up, testing, & experimenting with 3D Printing.

Full Stack Software Engineer – The Harry Fox Agency

March 2014 – April 2016

- Built new royalty calculation, invoicing, & reporting software from scratch. Resulted in faster processing, and increased transparency in the royalty calculation process.
- Integrated the YouTube Content ID API (An exclusive API for content rights holders which deals with reporting usage, & ownership of content distributed on You Tube) using OAUTH & Service accounts into our new platform.

Skills

- **Programming** - Object-oriented programming, unit testing, Ruby, PHP, JavaScript (Node.js & client side), HTML, SCSS/CSS, XML, Ruby on Rails, React, Angular, Bootstrap, Codeigniter, jQuery.
- **Database** – SQL, Active Record (ORM), design, normalization, optimization & integration using MySQL, Postgresql, MongoDB, Amazon Redshift & Redis.
- **Other** – Linux, Mac OS, Windows, Version Control (Git), Amazon Web Services, Azure, Google Cloud, Docker,, Vagrant, & Jira.

Education

Nassau Community College

Jan 2012 - Dec 2013

Associate of Applied Science in Information Technology, Dec 2013.
GPA 3.89.

State University of New York: College at Oneonta

Aug 2005 - May 2009

Bachelor of Arts in Music Business, May 2009. GPA 3.2.