

CHAD HARTER

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PROFILE

Engineering lead with 17+ years of experience building reliable and scalable software. Proficient in a variety of languages and technologies. Self-driven and adept at multi-team collaboration in a remote environment. Looking for a role where I can advance the product forward and lead the development of new and innovative projects.

SKILLS

Javascript	React, Next, Node, Redux, Apollo, Typescript, Node, Express
Python	Django, Django Rest Framework, Ariadne
Native Development	React Native, Swift, SwiftUI, Kotlin
Web Development	HTML, CSS, single page applications, responsive design, ad tech, SEO optimization, social media, privacy compliance and third-party integration, GTM
Backend Development	Amazon Web Services, Firebase, relational and no-SQL database management, GraphQL & REST APIs, Redis, Memcached, Nginx, Apache, Fastly/Varnish
CI/CD	Docker, CircleCI, Github Actions, Fastlane

EXPERIENCE

Engineering Manager: Internal Applications & Mobile

VICE Media Group - www.vice.com

May 2021 - Present / Virginia Beach, VA (Remote)

- Managing multiple international engineering teams across both web and native tech stacks
- Planned and developed a 0-1 media production iOS app centered around video content with an emphasis on branded templates and editing capabilities
- Directing the migration of VICE's CMS and API from Vue.js to Next.js and REST to GraphQL respectively, decreasing tech debt by 30%
- Implemented a R&D native app to house prototypes and proof-of-concept work utilizing Kotlin-Multiplatform
- Built features that led to the completion of VICE's consumer-facing native apps, VICE and VICE TV for iOS and Android
- Revamped VICE's hiring and technical interview process across all engineering teams
- Automated CI/CD pipelines for web and native apps
- Monitoring app performance through Sentry and Firebase
- Mentoring and training senior engineers, particularly on declarative UI design patterns
- Collaborating with Product, Design, and QA teams while facilitating cross-team communication
- Shaping and dispatching sprint-work to direct reports
- Upholding code quality through unit testing, linters, and a mandatory code review process

Lead Engineer: Video Product

Lonely Planet - www.lonelyplanet.com

Jan 2017 - Apr 2021 / Virginia Beach, VA (Remote)

- Oversaw development of Lonely Planet's video product via a React front-end backed by a Node/Python micro-service architecture
- Collaborated with Ad Operations to redesign Lonely Planet's ad tech library, converting to a React-based solution while adding support for more elaborate targeting through Prebid and Permutive integration
- Shaped and dispatched sprint-work to a rotation of developers
- Refactored and merged several front-end micro-services into a single Next.js monorepo, utilizing Apollo and GraphQL for back-end communication with a Drupal CMS
- Built micro-sites for marketing campaigns sponsored by GoPro, Ford, Abu Dhabi, Michigan, and Nashville tourism boards
- Contributed to third-party front-end integrations, tying them into a SPA and/or React life-cycle

Lead Engineer

Budget Travel - www.budgettravel.com

Jul 2013 - Dec 2016 / Virginia Beach, VA (Remote)

- Maintained and developed new features for Budget Travel's website
- Managed and automated deployments for the site's back-end architecture via Amazon Web Services (AWS)
- Migrated the site's entire stack from Django to CraftCMS via collaboration with an external design agency
- Built a queue and scheduler service backed by Redis, designed with a plugin-style interface to provide data integration with a variety of sources (i.e. JWPlayer, Expedia, Travelzoo, Friendly Planet)
- Executed data and media migrations (in the multi-million item range)

Software Engineer

SpotOn Inc. - www.spoton.com

Aug 2012 - Jul 2013 / Chicago, IL

- Maintained SpotOn's website, CMS, client portal, and mobile apps
- Led the development team's efforts towards automated documentation and unit testing
- Managed and automated deployments for the site's back-end architecture via Amazon Web Services (AWS)
- Migrated SpotOn's back-end from Humongolus to Django

Software Engineer

Trading Technologies Int.

Jan 2008 - Apr 2012 / Chicago, IL

- Developed a QA automation framework for Trading Technologies' applications, encompassing wire traffic, installation and UI testing
- Developed a DLL in C++ that wrapped Windows Sockets API to overcome the lack of a socket library in SilkTest
- Built a plugin system to allow real-time monitoring of test execution and results
- Led the QA engineering team's process improvement efforts

Database Engineer

Smart Offices Inc.

May 2007 - Dec 2007 / Okemos, MI

- Maintained accounting software packages for multiple clients
- Collaborated with external client development teams to sync accounting databases across platforms
- Overrode live events per client request, commonly caused by current bugs interfering with critical daily tasks

PROJECTS

- **[2017-2023]** Location-based social media app, built with React Native, backed by AWS and Firebase

- **[2016-2017]** CDN and on-demand image processing service, backed by AWS
- **[2015-2017]** Trilateration-based indoor positioning system utilizing Raspberry Pi Bluetooth receivers and wearable iBeacon BLE transmitters
- **[2013-2014]** Website for grouping Twitch live-streams by category
- **[2013]** Web portal for hosting e-sport tournaments
- **[2012]** Music-based social networking website

EDUCATION

Bachelor of Science, Computer Science and Engineering

Michigan State University

References Available Upon Request