MARK HARPER

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Skills

Languages Javascript/Typescript, Python, Elixir

Frameworks & Libraries

React, Redux, D3, Lodash, Koa, Jest, Cypress

EXPERIENCE

EXAPTIVE | OKLAHOMA CITY, OK | 10 / 2016 - 08 / 2022

SOFTWARE DEVELOPER CORE TEAM | 01 / 2017 - 09 / 2019, 07 / 2020 - 08 / 2022

- · Practiced independent Kanban and mob programming workflows in remote and in-person environments
- · Refactored a graph data pipeline to improve the performance and stability of requests and interface rendering
- Migrated Javascript libraries and React interfaces to Typescript to assist a multi-step data migration process and improve the code quality of the application as a whole
- Built an app encapsulation framework for user created programs in a visual programming environment to provide subscription management and payment processing
- · Moved Node services for form processing and web hooks from a Sails Js MVC application application to Koa Js
- Contributed heavily in migrating the client codebase to React using Create React App and React Testing Library

SOFTWARE DEVELOPER PRODUCT DISCOVERY | 10 / 2019 - 06 / 2020

- Collaborated on an in-person scrum team to rapidly design and continuously deploy experimental platform features
- Architected an embedded application feature for React applications to speed up prototype development while allowing for code reuse
- Implemented a React interface for dynamically constructing graph paths to query Neo4j data expressively

DEVELOPER SUPPORT ENGINEER | 10 / 2016 - 12 / 2017

- · Established quality assurance and support processes to improve stability and reduce regressions
- Used D3, canvas, and WebGL to create many reusable data visualization components including network diagrams, heat maps, and parallel coordinates diagrams
- · Built serverless python components for features including web scraping, API integration, and database connectors
- · Coordinated between core and client-facing teams to ensure on-time and well documented deployment

FACTIVATE | DURHAM, NC | 09 / 2015 - 07 / 2016

FRONT-END DEVELOPER

- Constructed editable, draggable, resizable charting components, revising UI/UX via iterative testing with internal and external teams (C3.js)
- Solved UI/UX & architectural barrier of reading data from HTML5 Canvas and pushing data to the clipboard for the application's cut/copy/paste functionality (jQuery & Javascript)
- · Refactored Front-End components to reduce bugs and improve test coverage
- · Contributed to daily standups and sprint retrospectives to focus on fast-paced development of an MVP
- Worked with Sales, Marketing and Quality Assurance to bring client recommendations into the product, implement user-behavior analytics and reduce feature regression

EDUCATION

GEORGIA INSTITUTE OF TECHNOLOGY | 8 / 2020 - 05 / 2023 (in progress)

MS Computer Science in Computing Systems | GPA 3.5 / 4.0

UNIVERSITY OF NORTH CAROLINA AT CHAPEL HILL | 8/2010 - 12/2013

BS Biology, BS Psychology | Overall GPA 3.4 / 4.0

Tools & Version Control Vite, Webpack, Docker, Git/Github/Actions, Netlify

Methodologies

Mob Programming, Kanban, Code Review, CI/CD