

BRANDON GROCE Software Engineer

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Hello! I started my professional career working small to medium projects in the php era, using cms systems and frameworks with mysql to build anything and everything. I moved on to work for several game companies, working on StarWars and Marvel games; quickly moving into positions of application design and leading teams until ultimately heading to The Mouse himself. At Disney, I worked as a solutions engineer for their one identity system, leading integrations for all of their products across the world. My most recent position, I've worked for a top 10 insurance company, doing development, design, operations, planning, architecture, and ultimately hiring and leading a team.

TECHNOLOGY SUMMARY - a "short" list of my skills

LANGUAGE » Primary { **JAVASCRIPT** • **TYPESCRIPT** • **PHP** • **HTML** • **CSS** } Secondary { **Java** • **Swift** • **Python** • **Bash** }

Focus » Scripting Tools • OOP • Functional Programming • Optimization • Documentation • Logging • Testing

FRAMEWORK » Primary { **REACT** • **NEXT** • **EXPRESS** • **ANGULAR** • **METEOR** • **DRUPAL** • **WORDPRESS** • **CYPRESS** }

Secondary { **Spring** • **Symfony** • **Sencha** • **Codelgniter** • **Backbone** • **Drools** • **Loopback** • **Selenium** }

Focus » Prototyping • Node Applications and WebServices • React Front Ends • Application Design

DATA » Primary { **MONGOD** • **SQL** • **GRAPHQL** • **MEMCACHED** • **REDIS** } Secondary { **Hibernate** • **Prisma** • **ElasticSearch** }

Focus » Performance and Optimization – Schema Design and Entity Relationships – Normalization

SERVER » Primary { **LINUX** • **NODE** • **APACHE** • **NGINX** • **AWS** • **DOCKER** } Secondary { **Tomcat** • **Jetty** • **IIS** • **Kubernetes** }

Focus » Configuration • Shell Scripting & Tools • Build Processes • VCS Administration • Deployment • Scalability • Microservices

IT WORK EXPERIENCE - places I've worked and things I've done

American Family Insurance :: Homesite :: Assurestart

Aug 2016 - Oct 2020

Senior Software Engineer » Lead

<Seattle, WA>

- * Designed and developed a portable commercial insurance selection widget based on industry and employees.
- * Created a nodejs express data service to simplify deployment of commercial insurance widget changes.
- * Architected a rules system service to manage individual partner needs based on line of business, state, and industry.
- * Worked with teams to develop, fix, and maintain commercial insurance front end application built on drupal.
- * Worked with remote teams in Boston and Madison to support home and auto line of business applications built in backbone, react, loopback, express, and spring boot.
- * Rebuilt and modernized old auto quoting system to new react FE.
- * Created new master data object service for managing quotes using graphql.
- * Integrated data and a/b systems including splunk, new relic, google analytics, optimizely
- * Participated in react training camp (1 week), onsite agile training (3 months), and many offsite conferences.
- * Re-engineered and optimized memcached and redis systems.
- * Promoted 3 times and hired/managed a team to rebuild a new home insurance quoting platform
- * Designed architecture for a new insurance platform, including front-end, services, integrations, and persistence.
- * Worked with stakeholders, teams, POs & PMs with planning and lead meetings and presentations in 3 states.
- * Trained, hired, assisted, and mentored many employees across a large number of teams.
- * Consistently received awards and bonuses for meeting and exceeding team/company expectations.

The Walt Disney Corporation :: DTSS

Feb 2015 - Aug 2016

Solutions Engineer

<Seattle, WA>

- * System integration with technologies including javascript/css, objective-c, android-ndk, java, ruby.
- * Assisted in on-boarding developers to multiple identity platforms for full lifecycle.
- * Worked with other internal development teams to help them migrate their sites, applications, and systems.
- * Troubleshooting, debugging, and analysis of code written and maintained by other teams.
- * Contribute features and bug fixes to external and internal code repositories (java, angular, php).
- * Worked with technical writers to continuously improve documentation.
- * Lead meetings on integration, tools, process improvements, and compliance.
- * Built multiple tools to support onboarding, compliance, reporting, and testing efforts.
- * Worked efficiently with heavy workloads, aggressive timelines and multiple business units.
- * Oversaw and managed over 30 projects from initial design to production launch.
- * Assisted with localization efforts for UI, email, account recovery and marketing in 10+ languages.

Area 52 Games :: SBI

Jun 2012 - Feb 2015

Senior Platform Engineer

<Issaquah, WA>

- * Sole architect and engineer of full platform stack for StarWars IP MMO game.
- * Worked solutions with publishers, IP owners, and foreign investors and traveled to China for presentations.
- * Built game front end container site with authentication (symfony2, jquery, mongo, oauth).
- * Created customized Drupal content, game, and account management app (drupal, mysql, mongo).
- * Developed high performance client / server applications (backbone, node, jquery, underscore, amdjs).
- * Built clean, browser and platform compliant, xhtml layouts from PSD asset files (photoshop).
- * Designed and developed platform rest services platform app (spring, jetty).
- * Integrated with 3rd party APIs (PlaySpan, DisneyID, Disney Guest Experience, Facebook).
- * Designed and created secure provider agnostic game token session auth system (jquery, spring, node).

Gazillion :: The Amazing Society

Sept 2010 - Jun 2012

Web Application Engineer

<Issaquah, WA>

- * Created and maintained the platform from conception - to launch - to currently 2 million+ users.
- * Maintained and extended CSR application (codeigniter, jquery, pure).
- * Worked and integrated with spring webservices and unity3d client.
- * Integrated with 3rd party APIs (PlaySpan, Parature, Google In-App Payments, Facebook, WildTangent).
- * Internationalized website and supplied a shippable product for our in game catalog (magento).
- * Built clean, browser and platform compliant, xhtml layouts from PSD asset files.
- * Extended WordPress with 20+ custom plugins for content, billing, and game administration.
- * Designed and constructed DB schema for new features and SQL procedures to assist with deployment.

Contract :: Freelance

2006 - Present

Web Developer

- * (AnimalJam) -> Consultant for Metaverse Mod Squad building Zen Desk applications and server api applications.
- * (Consider:Open) -> Created Wordpress sites, payment integrations, and knowledge bases for local businesses.
- * (Viableware) -> Consultant for customer portal application integration with data services.
- * (GatheredTable) -> Prototyped a recipe library, aggregation, and grocery shopping application in 3 weeks.
- * (HealthGlobalConnect) -> Developed a social networking site for cancer support in a team environment.
- * (ModernDogDesign) -> Primary developer and consultant for veteran local design company.
- * (AbsoluteKaraoke) -> Designed, developed, and deployed local karaoke company website and mobile signup app.
- * (CaringBridge) -> Developer and consultant for VillageOnCall support calendaring application.

EDUCATION - not including 20 years of googling, training, and online courses

Seattle Central

2006 - 2009

IT Web Development - AAS-T track

<Seattle, WA>

- * 3.9 GPA - Presidents List
- * Participated as a teachers assistant and tutor for several coding classes.
- * Gave class presentations as alumni and at Highline College after completion.

Shoreline College

2001 - 2003

Audio Production & Music Theory

<Seattle, WA>

- * Started a wedding & event business providing DJ, emcee, and planning services as well as ceremony performances. Currently operating 20yrs with more than 100 events.

ACTIVITIES - and a little more about me

Volunteer Work [MS Walk • Health Global Connect • National Association of Psychometrists]

Training [React Onsite • Agile Onsite • McCarthy Core Protocols • Ongoing Udemy Courses]

Conferences [Developer Week • Adobe Roadshow • jQuery Hack Day • DrupalCon • WebVisions • Symfony Live • PostgreSQL]

Awards [Disney Dev Innovation Days <1st place> • Google Hackathon <2nd place>]

Interests [Music Composition • Building Houses and Off-grid Campers • Space & Aviation - Karaoke • Roadtrips • Circuitry • IOT]