

Bradley C. Bailey

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I am a full-stack engineer with over 20 years experience writing software using web technologies in a *nix environment. I am comfortable working on everything from cloud infrastructure and system administration, to database design, writing backend APIs, all the way through to front-end development. I have a proven track record of writing clean, reliable, and scalable code that is well documented and tested. The majority of my career has been working from remote positions, so I feel I possess strong communication and collaboration skills. I am looking for a challenging position in an industry that aligns with my values and projects that I feel passionate about.

Languages

TypeScript
JavaScript
Ruby
Shell
SQL

Frameworks

React
Next.JS
Express
Redux
Ruby on Rails

Technologies

REST APIs
GraphQL APIs
HTML and CSS
JSON and XML
git and github

Databases

DynamoDB
Redis
Cassandra
MySQL
Postgres

DevOps

AWS
Kubernetes
Docker
Github Actions
Jenkins

EXPERIENCE

Feb 2024 –
Present



Full-Stack Software Engineer Torus (Remote)

Building software for a climate-tech startup focused on enabling individuals and communities to become their own renewable energy provider. Using a NodeJS, TypeScript, React, and AWS tech stack to create REST APIs supporting mobile app and web based tools. Interfacing and orchestrating IoT devices. And all kinds of other fun stuff.

April 2019 –
April 2023



Principal Software Engineer GoDaddy (Remote)

As a principal engineer I helped design, implement, and maintain infrastructure and REST APIs for systems that helped deliver the user experience platform which all other teams at the company relied upon. This was done using a Javascript and TypeScript tech stack.

I played a vital role in migrating all systems into AWS and Kubernetes using docker and helm following industry recommended security and best practices. Deployments were fully CICD driven with Jenkins and github actions. I lead setting up application and cluster monitoring, logging solutions, performance metrics, and various dashboards. I wrote documentation and mentored other developers on the team.

In addition I worked with a small team that built and maintained the UI and APIs for tools used company-wide for storing application configuration, data driven customer recommendations, and A/B experimentation settings. This was implemented with a nodejs and React tech stack.

June 2015 –
April 2019



Sr. Software Engineer

GoDaddy (Remote)

Worked on the UX team building shared user interface components originally in jQuery and then later with React and React Native. I built highly performant APIs using nodejs streams that delivered shared header and navigation across all applications at the company, interfaced with the translation team, and managed infrastructure and deployments. As a mission-critical application, it was designed with many layers of redundancy and caching.

March 2013 –
June 2015



Sr. Software Engineer

GoDaddy (Remote)

I lead and managed a small team that built the "My Account" application using nodejs and Ember, used by over 10 million customers. I also helped implement and lead the customer authentication delegation experience alongside the auth and security teams.

Prior that I built the shared web hosting file manager application front-end using Javascript and nodejs, while working closely with developers building the Java based backend API.

November 2010
– March 2013



Javascript Web Developer

GoDaddy (Remote)

At Go Daddy I worked with a small agile team on the Easy Database for Websites product doing front-end development using JavaScript, PHP, HTML, and CSS. EZDB was a simple database application that allowed users to define and manage data and easily embed widgets onto their website. When I came on board I helped to improve the code quality and bring the user interface in line with user experience designs and standards. I introduced JavaScript unit tests and added progressive enhancement using the latest CSS3 and HTML5 technologies. Some examples are HTML5 drag-and-drop file uploading, localStorage for UI preferences, and CSS3 for UI elements that traditionally would've needed multiple sliced images. I also designed and documented a CSS interface to allow customers unlimited customization of their widgets and provided assistance in the forum.

February 2008 –
November 2010



Sr. Software Engineer

Latisys (Remote)

I worked remotely with developers at the Irvine, CA branch. We built a corporate wide customer management and sales application using Ruby on Rails. Besides working to design the UI and develop the application, I also built the infrastructure for the production systems. I continued to maintain internal Perl applications, and as the company grew I was a vital asset in integration projects with Salesforce.com, Great Plains billing, and other software. I introduced subversion for source control, Trac for project management, and other best practices.

August 2005 –
February 2008



Sr. Software Engineer

Data393 (Remote)

Working closely with the Engineering department, my primary role was internal application development. New applications were designed and written for managing datacenter assets, tracking IP space, interfacing with network equipment, usage tracking, account provisioning, and more. All were written using Object Oriented Perl, mod_perl, MySQL database, and were well tested, and documented. I also continued to maintain the existing helpdesk software, write scripts to help with the system administration tasks, and provide statistical reports. In addition I also provided escalated support for systems and network related problems as part Engineering.

REFERENCES & CODE SAMPLES

Available upon request.