Ian J Sikes

Experienced full-stack software engineer specializing in optimizing and automating processes and making my team more effective.

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> Skills

CI/CD, Mobile Development, Web Development, Performance Analysis
JavaScript, React, React Native, TypeScript, Node, Python, Bash

> Experience

Sofía — *Staff Software Engineer*   SEPTEMBER 2019 - JUNE 2023

- Created a custom React Native CI build and deployment system that reduced build times by 82% and drastically improved ease of build distribution
- Regularly led internal workshops to share in-depth technical knowledge. Example topics include code quality best practices, advanced TypeScript types, and walkthroughs of CI infrastructure
- Conducted mobile app performance analysis to create a fast user experience in React Native
- Built out a mobile video chat experience that allowed users to quickly and easily consult with doctors during the peak of the COVID-19 pandemic

Dumpling — *Software Engineer*   JANUARY 2019 - SEPTEMBER 2019

- Wrote scripts to collect and sanitize inventory data from the top grocery chains across the country
- Utilized GraphQL tooling to create a robust, type-safe API between mobile apps and a Node server
- Built a multi-functional mobile app used by customers and grocery shoppers

Quantasy — *Software Engineer*   FEBRUARY 2018 - DECEMBER 2018

- Developed a cross-platform video streaming mobile app for Kevin Hart's Laugh Out Loud platform using React Native
- Monitored user analytics and error reporting with Keen.io and Sentry
- Built a customized native video player using Kotlin, Swift, and Objective-C

Beam Financial Inc. — *Software Engineer*   OCTOBER 2017 - FEBRUARY 2018

- Built an animation-heavy mobile banking app using React Native and Apollo GraphQL
- Coordinated with remote teams in San Francisco, Florida, and Ukraine

Cartrack — *Developer / Contractor*   MAY 2017 - JUNE 2017

- Utilized Google Maps APIs to build an analytics dashboard for monitoring transportation fleets across America with telemetry hardware

> Projects

Getting Started with Rust, WebAssembly, and Webpack — *Tutorial*

A guide on using experimental web technologies, with over 1,300 claps on Medium