

720-227-4380
jschomay@gmail.com
github.com/jschomay
jeffschomay.com

JEFF SCHOMAY

Creative, Ambitious, Collaborative, Full Stack Engineer

EXPERIENCE

Adobe, Senior Software Engineer — Oct 2017 - present, Seattle WA

- Part of a small, experimental team, building a real-time, collaborative photography app in Elm, Elixir, Phoenix, PostgreSQL, and AWS Lambda.
- Designed a streamlined and more robust prototype for the Elm web client.
- Implemented a responsive UX redesign.

Pivotal, Senior Software Engineer — Aug 2015 - Oct 2017, Denver CO

- Worked across the stack on Pivotal Tracker, a project management tool with 100,000 daily active users, using React/Redux, Elm, Ruby on Rails, MySQL, Objective-C/Swift, and RxJava, in a 100% pairing and TDD environment.
- Led the front-end team in adopting React/Redux, and later Elm.
- Added features on both ends of an event-sourced, real-time API.
- Developed a front-end "feature-switching" tool.
- Developed internal tools and prototypes for CI/build visualizations.
- Mentored and taught co-workers new languages, frameworks, tools, and patterns.

MoneyHub, Senior Software Engineer — Jan 2014 - Jul 2015, Bristol UK

- Part of a startup building a personal finance management and projection hybrid-app, using JavaScript, Node.js, MongoDB, and Cordova.
- Played a critical role in designing a new, robust, front-end architecture, using functional programming paradigms and early adoption of React.
- Built highly interactive, touch-based interfaces.
- Modeled complex UK tax rules, and designed AI algorithms to auto-categorize expenses.

BLT Communications, Developer — Los Angeles CA, built interactive digital media experiences for film and TV studios.

Two Bit Circus, Developer — Los Angeles CA, built tablet-based, HTML5, educational games.

Xcite Media, Web Developer — Denver CO, built WordPress sites and Facebook integrations.

SIDE PROJECTS

Elm Narrative Engine — <http://blog.elmnarrativeengine.com>

- A library for creating and playing interactive stories, from declarative, data-driven rule sets.
- Designed to be flexible and work with other engines and tools, like Tiled and Phaser.js.
- Working on an online visual editor, tool suite, and hosting platform.
- Experimented with graph-based “story validation” and visualization tools.

Game development — <http://jugglemonkey.com>

- Built up a small portfolio of unique, 2D games, across multiple genres and styles.
- Experimented with different game engines, vanilla JavaScript, FRP, and functional programming.
- Designed and integrated for multiple platforms including Facebook, mobile, and web portals.

Community Involvement

- Speaker at ElmConf 2016 and ElmConfEU 2017 (<http://bit.ly/2mKwMY9>).
- Speaker at various meetups on topics including advanced Git, functional programming, reactive architectures, and game development.
- Organizer of multiple "hack night" meetup groups.
- Organizer of multiple language study clubs.
- Contributor and participant in various open source projects.
- Created numerous articles, videos, and tutorials around the web.

EDUCATION

Non-formal

- Constant learning from books, videos, blogs, and tutorials.
- Studying different languages and paradigms, including Haskell, PureScript, Clojure, and Elixir.
- Attending conferences and workshops, including ElixirConf, ElmConf, LambdaConf and NodeConf.

University of Colorado, Boulder — *BFA in Film Production*