

Derek Ryan Hildreth

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Skills

Industry Knowledge: Software Design/Architecture, Full Stack Engineering, Web Development, Repository Management (Git), Test Driven Development (TDD), API Design and Integration, SOLID Design Principles, Embedded Systems

Tools and Technology: PHP, Laravel, REST APIs, TypeScript, Node.js, Docker, Google Cloud Platform (GCP), Amazon Web Services (AWS), Relational Databases (MySQL, Postgres), Caching (Redis), Linux/Unix, Python, HTML/CSS/JS

Interpersonal Skills: Positive Attitude, Critical Thinking, Problem Solving, Team Player, Mentoring, Time Management, Technical Writing, Communication, Flexibility, Data Analysis, Constructive Feedback, Strong (Remote) Work Ethic

Experience

- **Pathlabs (Powered by Lumenad)** Bozeman, MT (*Telecommute*)
Senior Software Engineer Mar. 2021 – Present
 - Owned the complete development lifecycle for assigned features
 - Developed the skills of other engineers by reviewing code and offering valuable, actionable comments/feedback
 - Demonstrated in-depth knowledge and experience in implementing high quality, SOLID software applications
 - Utilized technologies such as Laravel PHP, MySQL, Docker, Amazon Web Services, TypeScript
- **Technologic Systems** Fountain Hills, AZ (*Telecommute*)
Full Stack Web Developer / eBusiness Manager May 2014 – Mar. 2021
 - Developed custom e-commerce website using Laravel PHP, Forge, Envoyer, AWS, Linode VMs, Apache Solr
 - Developed automation tools and applications to assist with business operations
 - Raised brand awareness through relevant and engaging projects and write-ups published in print and online
 - Strategized to improve website traffic scores by 250% and first SERP appearances by 350%
- **Oracle Corporation (Legacy RightNow Tech)** Bozeman, MT
Application Engineer 2, Current Engineering Feb. 2013 – May 2014
 - Resolved software defect incidents reported by customers in APIs, mail processor, and CX Console
 - Determined incident service pack eligibility for inclusion in older versions of the product
 - Communicated effectively with development teams to resolve incidents using approved patches

Applications Engineer 2, Core API Scrum QA Aug. 2012 – Feb. 2013

 - Performed QA testing and unit test development on highly technical Core API scrum team
 - Demonstrated new product functionality to product owner and other interested stakeholders
 - Enforced the definition of story and feature package acceptance and completeness
 - Analyzed user requirements for stories and provided end-user point of view feedback to product owner

Publications and Projects

- Pathlabs/Lumenad Data Out for Clients to use for BI Reporting* Feb. 2023 - Present, Pathlabs
Backend application to pull data from Lumenad API then populate Google Big Query table and apply IAM policies
- Automated Contract Generation, Signing, and Processing* Jul. 2022 - Present, Pathlabs
Contract resource API and automated status changes with AnvilPDF API integration to generate and e-sign PDFs
- Pathlabs Media Planing and Execution Application (Pathlabs Kit)* Aug. 2021 - Present, Pathlabs
Internal web application build in Laravel applying SOLID and microservice principles to support media services team
- Technologic Systems' Product Communication System (TS-PCS)* Oct. 2016 - Present, EmbeddedTS
Laravel PHP web application built for communicating product changes to customers and systems via REST API
- MT Private and Public Parcel and Hunting District XYZ-Tile Server* Feb 14, 2020, Personal Website
QGIS mapping project to collect and serve XYZ map tiles for private parcels and hunting districts for mobile apps
- Working with TTL UART Sensor Devices (Git Repo)* Aug 21, 2018, Fierce Electronics (Formally Sensors Mag)
A project write-up to read data from a sensor over TTL UART interface and apply it to a parking indicator
- Adding IoT Flare to a Hot Springs and Spa Business (Git Repo)* May 18, 2017, Linux Journal
Setup of a REST API server using Node.js and web client to pull pool temperature in real-time
- Collaborative Digital Signage Project (Git Repo)* Feb 1, 2017, Technologic Systems' Blog
Project using Node.js server and client code with web sockets to update HTML canvas on every connected client