Hello.
I'm Joel Griffith.

I'm a passionate software engineer looking to push the web forward. In the past 5 years I have helped businesses ship software faster with better quality and helped increased the performance of those around me. I'm ever curious about the future of technology, and have started numerous open-source projects to try and push what's possible on the web. In my spare time I organize the GraphQL meet up in Portland, speak at local conferences and meet ups, and play jazz trumpet.

Skills

- JavaScript | NodeJS | TypeScript
- React | Angular | Native JS
- Hapi | Express | GraphQL
- puppeteer | chromeless | navalia
- AWS | Serverless | Docker
- Agile | Scrum | Kanban
- Test-driven development

Tools

- VIM | Visual Studio | Atom
- Linux | Mac | Windows
- Adobe software suite
- Microsoft Excel/Word

Education

2003

DIPLOMA

La Center High School, Washington

Awards

2014 | Awesome@AppNexus

Experience

2014 – PRESENT

SENIOR SOFTWARE ENGINEER

AppNexus | Portland, OR

At AppNexus I built dozens of user-interfaces, API's, and tools in JavaScript. During my tenure, I:

- Built our production GraphQL server that composed over 100 REST API's enabling UI's to retrieve all their data in one HTTP request.
- Developed a serverless framework for writing REST API's in TypeScript, backed internally by hapi.
- Prototyped and championed moving our UI stack to React and webpack from a legacy jQuery-based framework.
- Wrote a CLI tool for creating, testing, and deploying new web-apps on AppNexus infrastructure.
- Frequently exceeded expectations on numerous quarterly reviews cycles and aided in hiring and on-boarding new employees.

2013 – 2014

SOFTWARE ENGINEER

Wieden + Kennedy | Portland, OR

During my time at Wieden + Kennedy I prototyped and made web-based experiences for clients like Nike and Coca-Cola. I was part of a team that also researched emerging technologies so that we could incorporate them into our client's goals:

- Used cutting edge tools like WebSockets, ES6, and WebGL.
- Prototyped mobile web-apps for on-site Olympic installations.
- Helped our outsourced and client-based developer teams achieve their goals.

2012 – 2013

UI DEVELOPER

THETUS | Portland, OR

At Thetus I was responsible for both our external marketing site and internal web applications. I built numerous sites that connected disparate resources so employees and contractors could easily find answers to their questions.

- Built, managed, and deployed main corporate website targeting a wide array of devices.
- Developed an internal site for sharing events, questions and other resources.
- Helped transition flash developers over to JavaScript and establish best-practices like unit-testing and listing

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