

# JOSEPH REX

SOFTWARE ENGINEER

## SUMMARY

With a decade of experience in the industry, Joseph analyzes business requirements to make informed decisions and build scalable solutions. He leads with empathy and advocates for good design, usability, accessibility, performance, and customer empathy. His interest in writing makes documentation and knowledge sharing his core traits.

## EXPERIENCE

### ConvertKit, Remote

#### SOFTWARE ENGINEER

May 2020 - Present

By building out some major features like countdown timer, video in emails, I am contributing to the company's goal of building great leverage for itself and creators on the platform. My existing HTML5 canvas knowledge cut down the delivery timeline of some projects by up to 98%. I built various tools to help the support team and reduce amount of support request our engineers spend their time on. I unified the component library and design system by building convertkit.design.

**Tools:** Ruby, Rails, React.js, Node.js

### Macgregor Partners, Milwaukee, WI

#### SOFTWARE ENGINEER

July 2019 - March 2020

Expanded software support base and optimized developer experience through automations and configurations. Improved E2E testing processes. Impacted design decisions, and joined colleagues to participate in community volunteering.

**Tools:** TypeScript, Angular.js, Docker, Java, Cypress

### Scade LLC

#### INDEPENDENT CONSULTANCY

November 2013 - Present

Mentored and trained engineers of client companies, worked solely on projects with short deadlines. Identified business needs of clients and created design and technical solutions to address them. Prepared clients for investor screening and income acquisition. Played major role in engineer hiring decisions.

**Tools:** React, Ruby, Docker, Ansible, AWS, Affinity Designer

### University of Wisconsin - Milwaukee, Milwaukee, WI

#### IMMERSIVE MEDIA LAB — XR (VR/AR) DEVELOPER

May 2018 - September 2018

As a student undergraduate research fellow, I worked collaboratively with students in the school of arts to build immersive experiences in virtual reality and augmented reality. Developed 3D AR experiences for a Wisconsin festival with over 30,000 attendees.

**Tools:** WebGL, Blender, Unity3D, C#, JavaScript

### Mobnia, Lagos, Nigeria

#### FRONTEND ENGINEER

November 2015 - October 2016

Ensured quality of services and products was reached for the agency's clients. Met with consulting clients to take inventories and learned to tailor solutions that meet customer demands. Worked with clients across West Africa.

**Tools:** D3.js, chart.js, Express.js, Node.js, Vagrant

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Codepen:

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Dribbble:

dribbble.com/josephrexme

Website:

www.josephrex.me

## Skills

JavaScript

CSS

SVG

Canvas

WebGL

UI Libs (React, Vue, etc)

Tests (Unit, Integration)

Process (Kanban, Review, VCS)

Design (Illustration, Animation)

## Education

### University of Wisconsin, Milwaukee

2017-2018

Computer Science, —

### Polytechnic of Ibadan, Nigeria

2011-2013

Computer Science, A.A.S

## Publications

x-team.com/blog/functional-programming-primer/

x-team.com/blog/animating-react-applications/

x-team.com/blog/user-experience-threejs/

x-team.com/blog/debugging-javascript-without-fatigue/