# MARK BATTERSBY

SOFTWARE ENGINEER

# TECHNICAL FLUENCIES

<b>├</b>	Angular/js
<b>├</b>	AWS
<b></b> □I	CSS/Sass
<b>├</b>	Cypress
<b>├</b>	Docker
<b></b> □····1	Elixir/Phoenix
<b>├</b>	Figma/Zeplin
<b></b> □·I	Git/hub
<b></b>	Heroku
<b></b> □I	HTML
<b></b> □I	JavaScript
<b></b>	Jest/Mocha
<b>├</b>	NodeJS/Express
<b>├</b> ───	PostgreSQL
<b></b>	Ruby/Rails
<b></b> □I	React/Redux
<u> </u>	SPAs
	TypeScript

### PROFILE

Team builder, mentor, and engineer with a focus on literate, componentized systems that scale. Author of open source libraries with 6k downloads/week.

# **EXPERIENCE**

# Co-founder and Vice President of Engineering DTOUR.LIFE | JAN 2017 - DEC 2020

- Built a team of engineers to take the product from discovery phase to market
- Rewrote and reorganized an initially monolithic application to make it highly modular and fully tested, allowing it to quickly scale in featureset, user-base and development team size, while remaining (nearly (3)) bug-free
- Smoothly transitioned from a consultancy-based approach to a fully internal team
- Planned, organized and implemented app-wide refactors to increase security, performance and code legibility

### Software Engineer

MOJOTECH | JUL 2013 - DEC 2016

- As tech lead, launched a product which allowed SquadLocker, a local family-owned business to quickly become one of the most successful startups in the state
- As a developer, worked with small and large clients like Aetna, Sendgrid and Teespring to augment internal teams, dramatically improving velocity

### Senior Software Engineer

MEDITECH | JUN 2010 - JUN 2013

- Supported EMR and patient monitoring software used in most Emergency Departments throughout the US
- Used innovative tools and techniques to increase team velocity — accomplishing a 40 man-month task in 5 man-weeks

### CONTACT

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### EDUCATION

Bachelor of Arts, Psychology
UNIVERSITY OF RHODE ISLAND | 2007 - 2011