Logan Waite

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Top Skills

- **Javascript: 7 years** - As a full stack developer, I've consistently been drawn to working on the front end of my codebase. Javascript is the language I chose to really learn and master to increase the quality of the code I write.
- **Vue: 3 years** - Vue is the framework I've spent the most time with, both professionally and personally. I've architected multiple single page applications using tools like Vue Router and Vuex, as well as increasing code efficiency and readability in existing codebases.
- **React: 2 years** - While not yet having had the opportunity to work professionally with React, I find the functional direction the framework has taken to be right in line with the way I think, and I have built multiple small projects to further explore this paradigm.
- **UX/UI Design: 5 years** - On every project that I've worked on, I strove to create designs that would feel good to the user while maintaining the design system of the project.

Work Experience

FULL STACK DEVELOPER
OCEANX, CALIFORNIA (REMOTE)   08/2021 - 02/2023

As a full-stack engineer that led the development of the Vue client-facing app, I played a major role in the development of UI features from design to implementation. I also did significant back-end work when necessary in the AWS Lambdas in Python for those features when the dedicated back-end engineers didn't have the necessary bandwidth.
- I created plans for the introduction of feature flags and created a style guide for the front-end SPA.
- I led the development of a new Django app to act as an API layer between the client-facing API and our warehouse services.

FRONT END DEVELOPER
CRICUT, UTAH (REMOTE)   07/2019 - 08/2021

I led the development of a number of new features for the flagship app (written in Angular, Electron, and Node), which included working with product managers, stake holders, designers and other developers to create features that our users would be excited for.
- I developed the new onboarding user experience in the app, which would reach every new user of our software. I was able to create a modular system that allowed for facilitated expansion as the company introduced new products, as well as creating an example of modular code that could be referenced in other parts of the app.
- I led the refactoring of a key part of the app that was responsible for communicating with the Cricut machines. We greatly simplified the underlying codebase, as well as introducing RxJs

observables and creating a more functional-style API that allowed for greater flexibility when creating new machine interactions.
- I was also a main developer on other, smaller features, sometimes reporting directly to the CEO on their progress and development.

FULL STACK DEVELOPER
ODDMOB, UTAH   03/2017 - 02/2019

Oddmob provided development support to other companies under it's banner, allowing me the opportunity to work on a variety of projects.
- I was the architect for the front end app for Catalog, working closely with the owner and designer to bring the app to life. It was built using Vue, Vue Router, and Vuex. I also worked closely with the backend developer to help design and implement the API and MySQL database.
- I was the lead front-end developer for iTOVi, redesigning and building the user dashboard and updating the shopping cart. I also spent time working with the mobile developers in building a mobile app using Flutter.

FULL STACK DEVELOPER
RESMAN, UTAH   09/2016 - 03/2017

- I led the development of an internal wiki for the customer support team
- I worked on building a new UI for the flagship product

FULL STACK DEVELOPER
MCKAY SCHOOL OF EDUCATION, UTAH   01/2016 - 09/2016

- Created a dashboard that tied into Slack to help the development teams stay coordinated.
- Fixed bugs and led the development of new features in the flagship product.