

# Jake Hadley

Experienced Full-Stack Engineer with Mobile Expertise | Fluent in Portuguese

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Government Clearance: Secret

## Skills

### Languages

Typescript, Dart, Python, HTML, CSS, C#

### Databases

Postgres (SQL), Firebase (NoSQL), Sqlite

### Frameworks

React, Node.js, Astro, Flutter, React Native, ASP.NET, Tailwind CSS, Jest, Immutable/Immer

### State Management

React Context, Redux, RTK Query, Flutter Bloc

### Technologies

Git, CI/CD, Linux, REST, JSON, Azure Dev Ops, Automated Deployments, Localization

## Experience

### CloudFit Software

**3+ yrs, December 2021 - Present**

Software Engineer

Lynchburg, Virginia (remote)

- Enabled a 5x performance increase of customer-facing Microsoft Admin Center guides by rebuilding and enhancing the underlying engine. Engine was based on json files acting as the db for each guide, using React for presentation and interaction.
- Enabled a 4x speed increase for the creation of said guides by Admin Center content creators by developing an internal templating tool. Initial versions of the guides are now able to be created in a week instead of a month.
- Implemented a custom solution for a rich text editing experience in the templating tool.
- Led 1-2 weekly training sessions for junior engineers, teaching concepts in Redux, CI/CD pipelines, React functional components.
- Asked to lead effort on adjacent project to upgrade a mobile app to the latest React Native version. Rebuilt app from ground up to bypass legacy version bugs and issues. Cut in half the 4 month projected time frame to get existing team back on track.
- Integrated automated build pipelines, removing manual deployment tasks for developers and streamlining the content publishing process.
- Built the frontend for a self-service automation site for CloudFit customers, enabling users to get IT assistance without having to call into a helpdesk.
- Tech Stack: Node.js, ASP.NET, React (TypeScript, Redux, ImmutableJS, Fluent UI), Azure Cloud, Git

### Lockheed Martin

**1 yr, January 2021 - December 2021**

Software Engineer

Hill Air Force Base, Utah

- Contributed expertise in Git and standard workflow pipeline tools to enhance documentation efficiency and collaboration across engineering teams within the F-16 Cockpit Software group.
- Enhanced testing documentation for F-16 software with VBA Scripts to increase consistency and ease of use.

### Baker Hughes

**1 yr, January 2020 - January 2021**

Software Engineering Specialist

Minden, Nevada

- Developed new features for a large-scale machinery monitoring application contributing to the scalability and reliability of the application.
- Consistently delivered tasks ahead of schedule, allowing time for exploratory testing and investigation of potential enhancements.
- Tech Stack: ASP.NET, Azure DevOps, Git

### Utah State University

**1 yr, January 2019 - December 2019**

Computer Science Tutor, Lab Instructor, and Teaching Assistant

Logan, Utah

- Tutor: Provided 10-15 hours of tutoring weekly to computer science students.
- CS I Lab Instructor: Led 3 weekly lab sessions, teaching Python programming and foundational computer science concepts.
- TA: Assisted Professor Chad Mano, grading React Native projects and assignments, fielding questions from students.
- All while taking 15-18 credits per semester as a CS Major.

### Space Dynamics Laboratory

**1.5 yrs, September 2017 - May 2019**

Software Engineering Assistant

Logan, Utah

- Collaborated with lead developers to identify and resolve software and hardware issues for a Military Imaging project, ensuring high system reliability.
- Developed and implemented new software features, including message passing between server (C++) and client (Angular), to enhance system functionality.
- Conducted thorough testing on Linux servers (CentOS) to detect and diagnose hardware abnormalities, contributing to system stability.

## Education

### Utah State University

**Graduated December 2019**

3.5 Overall GPA

Bachelor of Science in Computer Science

Dean's List Senior Year

## Projects

### Social Media Clone

Play Store Demo

- Full version built by request for client (freelance).
- Built with Flutter and Firebase

### Four Gospels Quiz

App Store Download

- Quiz game centered on the New Testament
- Partnered with close associate who provided content for the game
- Features a Real Time Multiplayer mode
- Built with Flutter and Firebase

### Logan Transit

- Bus tracker for 2 separate bus systems in Logan, Utah near Utah State University
- Allowed students and residents to navigate on both systems more effectively
- No equivalent app was available when I built it
- Built with React Native

## Volunteering

### The Church of Jesus Christ of Latter-day Saints

**January 2014 - January 2016**

Missionary

Farmington, NM | Belo Horizonte, Brazil

- Two-year service and proselyting mission with a rigorous, disciplined schedule.
- Led and managed 18-20 pairs of missionaries, communicating with each pair daily, providing mentorship and support as needed.
- Worked closely with local congregational leaders on a weekly basis to coordinate efforts and community outreach.