Ava Chaney

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EXPERIENCE

Shopify, *Full-stack Web Developer*

JULY 2022 - MAY 2023

- ➔ Develop the Shopify.com marketing website redesign using React, TypeScript, and GraphQL
- ➔ Implement responsive design using Tailwind CSS to improve merchant experience across a variety of devices
- ➔ Maintain & extend internal development tooling to improve developer experience and empower teams to make great decisions quickly
- ➔ Iterate on the back-end of a custom, Ruby on Rails-based internal content management system to allow teams to iterate on marketing strategy quickly
- ➔ Collaborate with cross-functional teams to design and implement new features and enhancements to the Website Platform
- ➔ Improve accessibility across Shopify.com, working towards the WCAG 2.1 Level AA standards

Card Kingdom, *Software Engineer II*

MARCH 2021 - JUNE 2022

- ➔ Maintain a large eCommerce/back-end inventory management system written in PHP using the Laravel framework
- ➔ Drove innovation by expanding the application frontend's use of Vue, allowing for more interactive, responsive tools
- ➔ Spearheaded implementation of a feature toggle system, allowing the business to make analytical decisions that led to increased efficiency in internal processes
- ➔ Lead the internal push to upgrade to newer language and framework versions, increasing developer productivity and improving security
- ➔ Containerized application and development environments, allowing for safer, more confident deployments

CubedHost, *DevOps & Full-Stack Web Developer*

APRIL 2016 - FEBRUARY 2021

- ➔ Develop TypeScript + React-based, customer-facing external applications for managing an automated IaaS platform, billing, and customer support inquiries
- ➔ Create and maintain various internal tools to simplify and expedite the overall development & customer support workflows
- ➔ Maintain a fleet of bare-metal Linux servers running customer applications, including on-call responsibilities for outages
- ➔ Manage cloud services in AWS using Terraform
- ➔ Mentor junior teammates, providing training and support

SKILLS

- ➔ Java
- ➔ MySQL
- ➔ Docker
- ➔ JavaScript & TypeScript, Node.js
- ➔ React
- ➔ CSS/Sass
- ➔ Agile development
- ➔ PHP
- ➔ JUnit
- ➔ C#/ASP.Net
- ➔ Rust
- ➔ Grafana
- ➔ Kubernetes
- ➔ GraphQL
- ➔ Ruby, Ruby on Rails

Turtle Entertainment Online (ESL), *Software Developer*

FEBRUARY 2017 - DECEMBER 2017

- ➔ Develop and maintain engaging gameplay for a large network of online games
- ➔ Develop a JVM-based, real-time, cross-regional collaboration platform

aftertec Development (MCGamer Network), Lead Developer

JANUARY 2013 - APRIL 2016

- ➔ Lead a team of 6 developers to produce high-quality content for a global Minecraft network, exceeding 100,000 daily active users at its peak
- ➔ Develop and maintain a large, strongly reusable Java codebase, powering the network's core games and back-end infrastructure
- ➔ Develop and maintain the REST APIs that powered backend communications
- ➔ Deploy a Jenkins-based continuous integration/delivery system
- ➔ Develop for reliability and scalability, implementing an auto-scaling system to account for increased player demand, and a reliable load-shedding system to allow for routine maintenance without overly disrupting the user experience

PERSONAL PROJECTS

Grebuloff — *an experimental Rust-based game addon framework*

Much of my hobby development focus since leaving Shopify has been on learning Rust, primarily through working on an experimental addon framework for Final Fantasy XIV, designed with stability and security in mind. Grebuloff addons are written in JavaScript/derivatives (TypeScript, etc), and are limited in their scope of interaction with the game.

Dalamud — *third-party plugin framework for a popular MMORPG*

I am one of the three core maintainers of Dalamud, the primary open-source plugin framework for Final Fantasy XIV. Aside from my responsibility as a project maintainer, I have also developed several plugins, and have contributed reverse engineering effort into FFXIVClientStructs, a community project to document the game's internal workings.

Thaliak — *version tracking for a live-service game*

Thaliak is an open-source live service designed to track patches for the critically acclaimed MMORPG Final Fantasy XIV. In its current form, it provides automated alerts to third-party developers, and acts as a "golden list" of known game versions within the development community. The back-end of Thaliak is primarily written in C#, with the web frontend and the current version of the GraphQL API written in React/TypeScript; newer components of its codebase are often being written in Rust, thanks to a growing ecosystem of Rust crates that work with the game's data.