SHON FRAZIER

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SENIOR SOFTWARE ENGINEER / TECHNICAL LEAD

Proven Senior Software Engineer and Technical Lead with extensive experience in engineering and timely software delivery. Collaborate and lead effectively with cross-functional teams. Skills in technical customer impact and experience, meeting or exceeding customer expectations. Passionate problem solver utilizing technology to ensure efficient automation and minimal hands-on administration.

CORE COMPETENCIES

Problem Analysis/Resolution | Reverse Engineering | App Architecture | System Analysis

TECHNICAL PROFICIENCIES

C | C++ | C# | Swift | Objective-C | Go | JavaScript | TypeScript | iOS

NOTABLE PROJECTS

| AWS Lambdas to support A/B testing of apps using drastically different versions of React |
| Created an injected library for rerouting file I/O |
| Photobooth automation with Obj-C, Automator, Photoshop |
| Automation of app distribution on a 2,500 node private network |

EXPERIENCE

FYRESTEAD, LLC, Newborn, GA   **Present**
Senior Software Engineer
Created applications built on macOS, iOS, and tvOS for many clients in various industries.
- Current work: SwiftUI-based tvOS app to bring "binge mode" to Crunchy Roll streaming
- Notable work: photo booth automation using Automator and Photoshop (macOS); Location logging for mobile ad drivers (iOS).
- Other work including desktop apps (Java, Cocoa), mobile apps (iOS), server apps (Node.js, Java), and web apps (HTML/CSS, JavaScript, Node.js) for clients' internal corporate use.

GOFAN / PLAYON! SPORTS   **May 2021 - May 2023**
Senior Software Engineer, Lead UI Engineer
React Native-base UI work using TypeScript, on a team that started as off-shore heavy. Grew team with junior, mid-level, and senior engineers. Designed improvements to network payloads resulting in faster loading times and reduction in customer support contacts. Implemented a deployment strategy allowing release of two product versions with vastly different versions of React. Mentored team in creating readable self-documenting and well-commented code. Delivered iOS app via TestFlight and App Store.
- Maintenance of legacy ticketing app
    - React Native, JavaScript, HTML, CSS
    - deploy to web via BitBucket Pipelines
    - deploy to iOS App Store via MS App Center
- Creation of new ticketing app, including new implementation of some REST APIs hosted with the Node.js instance that serves the app
    - React Native Web, Node.js, TypeScript, HTML, CSS
    - deploy to web via BitBucket Pipelines
    - deploy to iOS and Android app stores via Expo's EAS
- Often worked with head of Platform and backend teams to troubleshoot various issues through the entire stack
    - Client code (see above), REST API in Java, and PostgreSQL data spelunking
- Drove architecture process for the new app
    - Data design, API design, module design

NETROADSHOW   **August 2020 - March 2021**
Senior Software Engineer
.NET / C# web services, Vue.js-based UI, on a team that's off-shore heavy. Improved build speed of a mono-repo in Jenkins. Delivering APIs to internal teams and external customers.
- Client-facing web app
    - Vue.js, JavaScript, HTML, CSS

- Backend web services
    - .NET / C#
    - SQL Server

HONEYWELL INTERNATIONAL, Atlanta, GA   **June 2017 – October May 2020**
Senior Software Engineer / DevOps
Worked on team incorporating a new Homes product into the Lyric mobile app.
- Implemented the new backend in .NET Core, using MongoDB as the service's local database
    - .NET Core / C#, MongoDB
- Created a replacement for an event pipeline, connecting service case management solutions between Honeywell tools and IBM's Maximo
    - .NET Core / C#, MuleSoft, CockroachDB, exposure to Kafka
    - CI/CD Pipeling: Docker, Octopus
- Created the mobile app CI/CD pipeline (Bitbucket, Bamboo, Hockey app) for the team's fork of iOS and Android apps. Team successfully delivered the only Homes project to ever be on time.
- Began work on new infrastructure projects for the Homes spin-off (Resideo)
    - iOS, Swift, Android, Java
- Spearheaded effort to bootstrap software engineering team on Honeywell infrastructure, planned implementation of PoC for new Lyric mobile app, trained team on VCS (git) branching strategy for following main repo of remote team
- Replaced vendor API services with services owned by Resideo (Honeywell spin-off of the Homes division); this was a new infrastructure project, resulting in enhanced product features.
- Created the CI/CD pipeline;
    - Bitbucket, Bamboo, Docker, k8s
- Mediated communication between the official tech lead, project architect, and team; clarified designs, configurations, documentation for use within team
- Built several REST APIs on .NET Core to provide access to building automation
- Mentored university students (Genesis Program)

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IONIC SECURITY, Atlanta, GA   **February 2014 – June 2017**
Senior Software Engineer / DevOps
Began the Ionic SDK on macOS. Obviated the fact that Office 2016 on macOS lacks a plugin architecture and built a "plugin" to provide access to "Ionized" documents in Word 2016; reverse engineering and function redirection were key.
- Shipped an app (with an agent and Finder extension) on macOS to Ionize any document type supported by the Ionic SDK and policy engine; refactored and ultimately rewrote the app (and its components) for sustainability.
- Create CI/CD pipelines (Bitbucket, Jenkins, macOS Installer) for the plugin and the standalone app.

AIRWATCH, Atlanta, GA   **October 2012 – January 2014**
Senior Software Engineer
Development and bug fixes on mobile iOS apps for AW's MDM platform; desktop app. on macOS to provide similar functionality to the AW's mobile app Secure Content Locker.
- Began architecture and implementation of a cloud file sync service on macOS, with a basic REST implementation for testing clients. Mentored and assisted team members of various skill levels.

MILLENNIUM GAMING, Los Angeles, CA   **February 2006 – December 2006**
Software Engineer
Refactored web-based administrative UI in .NET. Created batch process to pay affiliates. Administered SQL Server database that housed all gaming and customer account data.

FNB/SYNOVUS, Covington, GA   **2002 – January 2006**
Network Analyst / Software Engineer
Network Administrator for FNB: administer servers, provide end-user support, and automate tasks.
- Network Analyst / Software Engineer for Synovus: repackage apps for distribution within a Netware network across 300+ locations and approximately 2,500 workstations.
- Automated the process with a desktop app.
- Created several utilities for use in server administration. Provided third-level support with a team of six to the entire user base.

ADDITIONAL RELEVANT EXPERIENCE

ONEWEB SYSTEMS, Atlanta, GA
Web Developer/Software Engineer
OneWeb had its own language for web development written entirely in a 4D database; learned the language, implemented web sites for clients.
- Reverse engineered another language used to control satellite media distribution, wrote control software for distributing videos, implemented (in Java) video distribution via UDP with forward error correction.

ARCADIA, Atlanta, GA
Web development consulting company. Implemented retail web sites for Plaid and other clients; sites generally included secure administrative backends for use by client to edit content.

THIRD MILLENNIUM COMMUNICATION, Atlanta, GA
Web development consulting company. Implemented fantasy sports site for USA Today; automated proposal creation tool using Microsoft Word for BellSouth; various retail/e- commerce web sites.

EDUCATION
Computer Science
DeKalb College, Clarkston, GA

Computer Programming
DeKalb Tech, Clarkston, GA

PROFESSIONAL DEVELOPMENT
Building a full-stack TypeScript template with Svelte front-end and PostgreSQL database on the back. Deploying highly-available TypeScript / NodeJS REST API service on Raspberry Pi.