

Joseph Thomas Hines III

ephjos.com | github.com/ephjos

Experience

Software Engineer 2, Prolific Labs, Inc. – San Francisco, CA (Remote) Jul 2024 – Oct 2024

- **Tech:** Go, TypeScript, React, Docker, SQL, Stripe
- Supported account managers in effort to clean up and simplify subscription model
- Added and improved features of internal support tooling for managing customer emails

Software Engineer 2, Ocident, Inc. – Chicago, IL (Remote) Apr 2023 – Jul 2024

- **Tech:** Bazel, Python, TypeScript, React, TailwindCSS, d3, Docker
- Design and implement full-stack features for customer deployed web UI
- Worked with teammates, Product, and Project Management to establish processes and best practices for new UI team
- Participated in interview and on-boarding process for Senior-level new hire
- Aided in transitioning a contractor developed web application internally and began feature development
- Designed and implemented the front-end of a web application to aid in winning a critical sales opportunity

Software Engineer 1, Ocident, Inc. – Chicago, IL (Remote) Aug 2022 – Apr 2023

- **Tech:** Bazel, Python, JavaScript, SQL, HTMX, Flask, Docker, Mongo
- Developed and rolled out strategy for running performance tests automatically to minimize developer overhead
- Designed and developed internal performance testing web application running QA tests on real hardware
- Worked with users to identify what testing approaches and features would best aid their efforts
- Contributed to bazel-based build system improvements for python code to enable better code sharing

Software Developer, Cesium GS, Inc. – Philadelphia, PA (Hybrid) Jan 2021 – Aug 2022

- **Tech:** JavaScript, lit-element, Redux, SQL, S3
- Reduced development build time from ~60s to ~3s to improve iteration time across the team
- Contributed to full-stack geospatial web application developed for key business partner
- Completed a PDF report refactor across the stack that resulted in faster generation times with higher quality data
- Aided in migration to new Redux version, resulting in an idempotent 3D asset rendering system with reduced overhead

Web Development Co-op, Bentley Systems – Philadelphia, PA Sep 2018 – Mar 2019

- **Tech:** TypeScript, React, HTML, CSS
- Created and maintained an internal style guide, library, and framework specific components
- Developed a React component system for internal use, using style from aforementioned library
- Aided in developing a GraphQL service and example frontend components

Software and Web Development Co-op, Penn Mutual Life Insurance – Horsham, PA Sep 2017 – Mar 2018

- **Tech:** Java, JavaScript, Google Web Toolkit
- Developed and maintained various REST APIs and internal web interfaces
- Worked with lead users to facilitate transition to one unified internal application
- Finished first release of internal web application, improved workflows for teams throughout the company

Projects

Dulcimer Live cci.drexel.edu/SeniorDesign/2020_2021/dulcimerlive/index.html

- **Tech:** TypeScript, lit-element, Go, Docker, Kubernetes
- Created an online video streaming platform for in-person music events
- Won first place in the Entrepreneurship category for the 2020-2021 academic year
- Built prototype for the Philadelphia Folk Festival while developing generic white-labeled backend and UI toolkit

Learning to See in the Dark jzlotek.github.io/cs583-final

- **Tech:** python3, tensorflow, keras, Flask, node, React, JavaScript, HTML, CSS
- Started with the repository produced by a research project, written in a deprecated tensorflow version
- Translated the 27-layer CNN to keras and optimized all processes to be batched and run on commodity hardware
- Created a simple webapp that allowed users to upload images and receive the output of the model

Education

Drexel University – MS in Computer Science Jun 2021

Drexel University – BS in Computer Science Jun 2021