

Terence Moran

3361 Camino Los Brazos
Tucson, Arizona, 85750
520.834.2227 • trmoran@dcentral.org

SUMMARY

Broadly experienced **Full-Stack Software Engineer** and **Software Architect** seeking challenging work in fast-paced environment. Experience in **leadership** and **strategic planning**; works diligently to introduce balanced "right for us" solutions to customer challenges that provide immediate return-on-investment, enable growth, and provide organizational flexibility.

Zealot of **Lean Development** practices using **TDD** and **XP/Agile**. Strong proponent of **polyglot** architectures, **Big-Data** algorithmics, **Cloud-based SOA** and client-side MVC (**backboneJs & reactJs**) to build best-in-industry customer experiences efficiently. Over **15 years** of experience in a diversity of organizations driving outcomes through technology.

PROFICIENCIES

Software Engineering (16 yr); Software Architecture (10 yr); DevOps & SysOps (6 yr); Software Development Management (5 yr); Agile Software Development (6 yr) via XP, Scrum, Kanban

Languages	Java (10 yr), Ruby on Rails (1 yr), .Net (8 yr), Javascript (8 yr), perl (10 yr), php (1 yr), Objective C (1 yr); Java/Android (1 yr); Blackberry (1 yr), XML (10 yr), XSLT (5 yr), HTML (14 yr), C++ (2 yr), Flex & Flash (3 yr)
Databases	MySQL & MariaDB, Postgres, Oracle, MS SQL 2000, 2005 & 2008
Java Open Source Tools	Spring, JPA/Hibernate, Spring MVC, Jersey REST, Axis 1 & 2; gradle; maven & artifactory; JDBC & Database Connection Pooling; Multithreaded Socket Programming; POI; Lucene; Quartz; ehcache; JMS: ActiveMQ, ZeroMQ; ant; Eclipse; JDOM; SWT, Swing
NoSQL	Memcached, Redis, MongoDB, Cassandra
Search	Lucene, ElasticSearch, GSA
Messaging	ZeroMQ, ActiveMQ
Source Control	git, svn, synergy, tfvc, vss, cvs
Systems	Linux: Redhat, Slackware, Fedora, AWS, Ubuntu; Windows; Mac; Solaris
Cloud	Eucalyptus, AWS
CM & SysOps Services	Capistrano, Chef, Bash Scripting & Systems Administration, nginx, php-fpm, HAProxy, Varnishd, Phusion Passenger, IIS

EXPERIENCE

Lead Software Engineer, May 2013 - February 2014

Bonfire.com, Newport Beach, California

- Responsible for all aspects of application performance, software architecture and engineering output of broad domain catalog representing more than 100,000 user sessions per day.

- Led four stand-ups within the Engineering organization representing 22 software and QA engineers responsible for engineering mobile applications and web-based properties for thousands of small businesses.
- Worked closely with the CTO to generate strategy and technology plans and report progress.
- New development increased property usage by 20% and monthly income by 25% (+\$750K/monthly reoccurring) during Q4 2013.
- Managed 30+ internal projects using agile methodologies, and led 5 projects directly.
- Consistently one of the top code and story point contributors in the company.

Projects

- Introduced a polyglot server-side, Backbone client-side MVC architecture playing to the strengths of each Ruby on Rails and Java to drive down average page load from 13+s / page to under 1s while increasing overall modularity on the core stack.
- Guided development of Web/Native integration into existing mobile applications that allows for real-time control of the customer's experience from the web and increases the DRY re-use of user-facing experience without compromising a user's offline experience.
- Integrated TDD and XP across Engineering, driving engineer cross-skilling and improving leadership participation in the engineering process.

Senior Principal Software Engineer, May 2009 – May 2013

Raytheon Missile Systems, Tucson, Arizona

- Lead Architect and Software Engineer embedded within RMS' Engineering Productivity Enhancement Team (EPET), tasked by Engineering to streamline process and technology that impact overall directorate productivity.
- Responsible for the analysis, architecture, implementation, and successful deployment of more two-dozen technologies that saved the organization thousands of engineering man-hours annually.
- Introduced and adapted the Agile software development methodology to optimize team collaboration, enable development process transparency, improve planning effectiveness, and enhance delivery schedule consistency.
- In 2012, the team of 6 engineers built 22 projects estimated to have saved \$88M in labor.

Staff Software Engineer, April 2007 – March 2009

Intuit, Tucson, Arizona

- Responsible for the technical leadership, planning, architecture, and system/software engineering for QuickBook's online customer care site (<http://quickbooks.com/support>) supporting in excess of 30,000 unique customers daily across more than 130 distinct products.
- Built from the ground up to optimize availability, resiliency, responsiveness, and operational transparency through the introduction of internal, external, and application-embedded monitors and tripwires in tandem with forward-caching, queue-based dependency decoupling. Vis-à-vis these updates, the uptime of the Quickbooks Support Site far exceeded all other tracked Intuit sites during the tenure of his employ.

Senior Software Engineer, September 2006 – April 2007

Environmental Services Products (ESP), Tucson, Arizona

- Senior member of the New Products Division technical staff responsible for the architecture and development of ESP software systems supporting new initiatives and product lines.
- Essential role in demonstrating feasibility of novel technical approaches through fast prototyping.
- Main technical interface for contracted and outsourced software teams, responsible for quality of technical deliverables and product integration.
- Responsible for mentoring junior software staff members.

Senior Software Engineer, April 2005 – September 2006

Ephibian, Tucson, Arizona

- Designed and developed 'Enterspy ESS' (<http://enterspy.com/>), a highly effective anti-spyware application for Windows that integrated against the Altiris system management suite.
- Development included the creation of a native application, COM component, Browser Help Objects, a Windows service, and a Notification Tray item.

Software Engineer, July 2001 – April 2005

Jet Propulsion Laboratory (JPL), Pasadena, California

- Responsible for the concept design, architecture, and development of innovative software solutions to support collaboration within JPL/NASA's space mission design processes.
- Responsible for the maintenance of in excess of 70 server and workstation systems operating 4 distinct operating systems used to support the JPL missions design teams and collaborative engineering department.

EDUCATION

California Institute of Technology (Caltech), August 1994 – May 1998

Pasadena, California

Bachelor of Science, Computational Neural Science