Robert Sayers

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EXPERIENCE

Humm Systems, Austin, TX— *Engineering Lead*

June 2014- PRESENT

Develop API, mobile app, and analytics platform for cutting edge customer feedback platform.

Senior Developer, Austin, TX — *T-3*

September 2012 - June 2014

Worked on server-side apis in Java and Python, front end development in Javascript, and web development in PHP. Clients include 7-11, The Cosmopolitan Las Vegas, UPS, and more.

Software Engineer, Austin, TX— *Life Technologies*

June 2010 - September 2012

Built systems which allowed scientists to locate the products they need based on bioinformatic criteria.

Programmer, Hattiesburg, MS — *Megagate Broadband*

April 2008 - May 2010

Worked on customer websites ranging from simple brochure sites, to ecommerce, to a very involved job application management system for a local healthcare provider which integrated with their legacy HR system.

Programmer, Willemstad, Curaçao — *My Game Room, NV*

June 2006 - March 2008

I worked on video game tournament management systems, and online systems to facilitate match making and the gathering of gameplay performance stats. Worked primarily in PHP with some Ruby and Javascript.

Web Developer Manager, Jackson, MS — *Netdoor*

August 2000 - June 2006

I worked on both internal programming projects as well as sites for external clients. Most work was done in PHP with some Perl as well. I built many of these solutions from the ground up as there were few off-the-shelf systems for some of the more complicated e-commerce customers we had.

SKILLS

Software design and architecture.

Scrum

System administration

Linux

AWARDS

Best retail mobile app.
Internet Advertising Competition

Appy Award: Branded Content Application
MediaPost

LANGUAGES

Java
Python
Ruby
PHP
Javascript
Perl

PLATFORMS

Google App Engine
Jersey
AWS
Django
Flask
Node
Angular
VueJS

Western Governors University — *B.S. Information Technology/Software Development*

2009 - 2012

Took classes related not only to programming, but also project management and software architecture.

UTAustinX — *Certificate Course 6.01x: Embedded Systems*

2014

Learned theory and performed hands-on projects using the ARM Cortex 4 platform. Wrote programs in C to interact with both digital and analog IO.