JR Heard

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SUMMARY

I write simple, maintainable, easy-to-read computer programs, mainly websites. I have a positive attitude and am a clear communicator. I lead by example in my code, code reviews, documentation, and presentations. Coworkers say that my "ability to break down a complex technical topic and want to share it with others, even non-technical folks, is a superpower." I love shipping bug-free features to customers.

SKILLS

Languages: Python, Rust, Clojure, ClojureScript, JavaScript, HTML, CSS
Tech: MySQL, Postgres, Redis, GraphQL, React, HTTP, Git, AWS, Docker, Kubernetes

EDUCATION

Stanford University
B.S. Computer Science — 2006-2010

EXPERIENCE

Senior Software Engineer, Ride Report
2019-2022

- Implemented Ride Report's flagship Policy feature, which allowed cities to clearly communicate their regulations to scooter operators - and also allowed them to see how often those regulations were followed
- Implemented Ride Report's system for assessing fees and issuing invoices, allowing customer cities to track millions of dollars of revenue
- Introduced Mypy, making the codebase much more maintainable and preventing entire categories of bugs - coworkers said they'd never want to write Python without Mypy again

Tech Lead, Yelp
2009 - 2016

- Built a performant activity feed system using Cassandra
- Built Yelp's Hot New Businesses feature, which automatically detects recently-opened businesses around the world
- Built Yelp's Your Next Review Awaits feature using ElasticSearch
- Built Request Bucketer, a system for rolling out new features and conducting experiments
- Used cProfile to shave hundreds of milliseconds off of the load times of important parts of the website, including the homepage and /biz page
- Formed a brownbag group on the Clojure programming language

SIDE PROJECTS

Volunteer, Madison High School
2017 - 2019

I consulted for several tech classes, primarily an introductory Python class where I shaped the curriculum and created engaging projects. Examples: **Watercolorbot**, **Blackjack**, **Tic-Tac-Toe**

Quinto (blog post, source code)

Implementation of a '60s board game a friend found at Goodwill, written in ClojureScript. Michael Fogus, co-author of "The Joy of Clojure" and well-known figure in the community, **says**:

> "Spectacular post and codebase regarding Quinto. Very inspirational!"