

Ethan Sletteland

Senior Software Engineer

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Eugene, United States of America

I'm a full stack software engineer with a front-end focus and a passion for clean, accessible design, from the database to the browser. I like semantic HTML, clean CSS, RESTful APIs, and normalized databases.

Experience

Senior Software Engineer

Apr 2022 - Dec 2022

[Chairish](#) · San Francisco, California - full remote

I worked with a small team to upgrade a legacy RequireJS based frontend to modern ES6 with Webpack built against a Django backend, while continuing to push out new features to support the company as it expanded into Canada and Europe. Initial page load is a primary focus for SEO so highly performant Python, server-side rendering with Django templates, and a variety of caching strategies including Elasticsearch and services including Fastly were key to success. Focuses included SEO optimization and issues like GDPR compliance in the context of internationalization.

Senior Software Engineer

Jan 2017 - Apr 2022

[Concentric Sky, Inc.](#) · Eugene, Oregon

In this position I had the opportunity to work on projects using a variety of technologies, making the jump to modern Angular and Typescript, using React, and working on an in house framework built with Scala.js. I worked in large teams on established projects and took sole ownership of projects from design to client handoff, notable projects included:

- The LRNG online learning platform, an education platform launched in 2015 with an initial \$25 million investment by the John D. and Catherine T. MacArthur Foundation (full stack Scala, Scala.js)
- The Badgr open source platform, the leading open source Digital Badging solution for schools worldwide including the California community college system. (Django, Angular, MongoDB, Elasticsearch)
- Badgr Pro, the premier solution for B2B and internal tracking of continuing education and achievement, primary driver of the Open Badging 2.0 spec, since acquired by Instructure. (Kotlin, Angular)
- Southern New Hampshire University Glidepath Project. We partnered with other vendors (including Google) to provide an AI backed education achievement onboarding platform. My contributions included building the core platform (Full stack TypeScript, NX, Prisma, Angular) and a separate component library consumed by our platform and other vendors (Storybook, Angular)
- Retrofitting existing projects to use automated testing, building out unit test coverage, E2E, visual regression testing, and incorporating these tools into CI/CD pipelines. (Jest, Cypress, WebPack, Jenkins, Docker)
- Focusing on taking accessibility beyond passing automated checks, getting the opportunity to work with low and no-sight colleagues to make our applications truly useable

Lead Frontend Engineer / Lead App Developer

Dec 2010 - Nov 2016

[InterVision Media](#) · Eugene, Oregon

When I started I was one of three full stack developers, working mostly with JSP and Flash. With my help we modernized our tools, adopting Scrum and other Agile methodologies, moving our server logic to PHP and Node, and upped our frontend game by making Angular powered SPAs our standard. I also led our games projects away from Flash, using Unity and Javascript engines like CreateJS and Phaser, and spearheaded our expansion into native mobile using tools like Cordova and Ionic. The company benefited from jumps in productivity and quality, growing rapidly, and I grew with it, at this point leading a team of four frontend devs and

Skills

| | |
|-----------------------------|----------------------|
| SQL | React.js |
| MySQL | Redux |
| Postgress | Version Control |
| NoSQL | Git |
| MongoDB | Github |
| ElasticSearch | BitBucket |
| | Subversion |
| CSS | Agile Methodologies |
| SASS | Scrum |
| LESS | standup |
| CSS Architectures | User Centered Design |
| SMACSS | XP |
| ITCSS | HTML |
| | HTML5 |
| RESTful APIs | XHTML |
| Swagger | PHP |
| OpenAPI | Wordpress |
| CI/CD | Moodle |
| Docker | Python |
| Github Actions | Django |
| Automated Testing | Flask |
| Heroku | |
| Digital Ocean | Java |
| AWS | Scala |
| JavaScript | Kotlin |
| ES6 | Groovy |
| TypeScript | Hybrid |
| jQuery | Cordova |
| Scala.js | Phonogap |
| JS ORMs and query languages | Ionic |
| GraphQL | Electron |
| Prisma | Apache |
| Node.js | Linux |
| Express | Documentation |
| Nest | JavaDoc |
| Angular | JSDoc |
| AngularJs | Swagger/OpenAPI |
| Modern Angular | |

collaborating with project managers, the backend team lead, and a dedicated QA team to translate customer requests into quality code.

Languages

English · Native Speaker

Links

ethan.slette.land

[linkedin.com/in/ACoAAAa0BP0B_20Tvh8XkjjZuXK3XFfn97Ixsns](https://www.linkedin.com/in/ACoAAAa0BP0B_20Tvh8XkjjZuXK3XFfn97Ixsns)

github.com/ethan-slette/land

- Partnering with the University of Virginia, the Talking Health project was an offline first application for diabetes education for use in rural Appalachia intended for use by low to zero literacy users (AngularJs, LocalStorage, jQuery, jQueryUI)
- Administered as part of the Practice Innovation Program Colorado, the SPLIT tool was designed to allow clinicians at practices accross Colarado to collaboratively take online assessments to determine how they could improve care. Challenges included a single sign on system using SAML, real-time collaborative survey completion, and chat using web-sockets and a dedicated Node server. (AngularJs, Node, WebSockets)
- Working with the Oregon Research Institute and the University of Oregon to develop various web and mobile health interventions, including Surf The Urge, a mobile game to aid smoking cessation (Ionic, Phaser)
- Working with in house video production to create web based education for the Oregon Liquor and Cannabis Commission
- Skinning and creating content for Moodle instances, providing additional tracking and single sign on (Moodle, PHP, SAML, OAuth, SCORM)

Director Of Software Development

Jan 2006 - Oct 2010

[Nerds On Call Computer Repair](#) · Redding, California

During my tenure I conducted our transition from a Windows platform to Red Hat Fedora on a RAID based server, performing all server back-ups and maintenance, and configuring Apache to accept secure distinct connections from local call center employees, remote stores, and Internet connected techs in customer homes. I used PHP, Javascript with the prototype/scriptaculus and jQuery/jQueryUI libraries, mySQL, html, CSS, and a variety of other technologies as needed to design and maintain a call center, customer management and QA, Point of Sale, shopping cart, credit card processing, geolocation and route mapping, SOAP based Quickbooks bridge, payroll, and statistical analysis and graphing software. I also designed, implemented, and maintained mySQL infrastructure as database size rose to nearly five gigabytes and the company grew from two stores in Northern California to thirteen servicing most of California, Oregon, and Washington.