

Alex Barber

she/her · Sandy, Utah · +1 (801) 638-7060 · alex@dangerinteractive.com

Skilled, polyglot full-stack software engineer with 12 years of experience. Looking for remote senior or staff software engineering roles at growing companies with opportunities to have a significant impact and provide technical leadership.

Skills

Currently proficient: TypeScript, JavaScript, React, Rust, Go, Kotlin, PHP, WordPress, PostgreSQL, gRPC, GraphQL, Docker, Payload CMS, Tailwind

Previous experience: Java, C++, Dart, Flutter, Elixir, Python, Kubernetes, AWS, MySQL, Next.JS

Links

LinkedIn: <https://www.linkedin.com/in/aebarber95/>

Personal Site / Blog: <https://dangerbarber.com/>

Open Source Work: <https://codeberg.org/danger>

Personal Code: <https://codeberg.org/reidrun>

GitHub: <https://github.com/reidrun>

Senior Software Engineer at Nav

November 2018 → July 2026 (≈ 8 years) · Remote

- Designed, documented, and implemented a token-based contact verification service to allow our other services to verify users and prevent fraud, written in Go and gRPC. This was initially part of a broader B2B lending marketplace to help businesses detect and avoid fraud.
- Worked on several services for a B2B marketplace for businesses to offer each other trade credit lines, including designing and creating the initial CMS (on top of Payload CMS).
- Served as my team's Payload CMS subject matter expert, including training other engineers on how to use and develop for it.
- Led the development process and implementation of the redesigned profile settings page.
- Co-designed and implemented a high-traffic core notification service responsible for sending all email, SMS, push, and in-app notifications.
- Conducted dozens of technical and pairing interviews for engineering team applicants up to the senior staff level, trained other engineers in this process, and was trained to participate in our hiring board decision-making process.
- Wrote the Salesforce Marketing Cloud integration for our Go services, which involved writing an entire client library for the API from scratch.

- Created numerous React components, hooks, and other utilities in our TypeScript libraries that are used throughout our frontend to provide a uniform design system and keep behavior consistent.
- Created and maintained the React component library that provided all of our credit card and loan marketplace-related components, hooks, etc.
- Migrated all of our custom WordPress marketplace functionality to Payload CMS and a custom Next.js frontend.
- Created and maintained a WordPress plugin on top of the Gutenberg block editor that added dozens of custom blocks to allow our marketing team to build pages according to the standard design guide.
- Maintained, was on-call for, and made numerous improvements to a PHP/WordPress-based system for operating specialized partner marketplaces that was responsible for a very substantial portion of our revenue for many years.
- Maintained our WordPress site, including maintaining and making changes and fixes to our custom theme, frequently adding new features as needed, and being on-call for any outages or issues.
- Worked on 3 major redesigns of our WordPress marketing website.
- Completed training on WCAG 2.1 and pushed heavily for improving our accessibility practices in the our frontend development processes.
- Completed company training on programming in Elixir, made maintenance contributions to our Elixir codebase

Founder of Danger Interactive

February 2018 → Present · Self-Employed

- Developed and released an Android app called HyperTrace (published on the Google Play store).
- Developed an open source linear algebra library for game engines called Skeid.
- Began work on an open source game engine called TimberWolf, with a custom ECS called Wyrld.
- (All above mentioned projects are open source and code is available on codeberg.org/danger)
- Participated in the Ludum Dare game jam 3 times (code available on codeberg.org/reidrun under names LD38, LD39, and LD40 and retrospectives are on my blog)

Sysadmin & PHP Developer at National Energy Foundation

May 2014 → February 2018 (~ 4 years) · On-Site: Murray, Utah

- Created and maintained numerous WordPress themes and plugins.
- Wrote a custom survey software in PHP.
- Wrote a custom asset management software in PHP.
- Built, configured, and wrote custom code for in-office servers for hosting OpenVPN, continuous website backups, and emergency failover capability.
- Wrote custom utilities for managing and maintaining compliance in our email marketing processes.
- Created dozens of custom marketing email templates from scratch.
- Created custom interactive web apps to publish our annual reports each year.