Ian Wallis McEachern

E: ian@mceachern.co



Exposé	Full-stack web & native app development and general programming. Practical hardware-thumb, electric wizard, and slackmoji aficionado. Cheerful and hardworking, excellent interpersonal and communication skills, including formal presentations.			
Education	University of California, Santa Cruz B.S.: Computer Engineering – Networks Minor: Astrophysics	Santa Cruz, Ca — 2006-2011		
Experience				

Senior Software Engineer	Tatari	San Francisco, Ca — 2024-Present		
 Implementing new features for business cr Updating dependencies and architecture fo Leading inter-team efforts towards best prace 	or both security and developer exper			
 Led architecture and maintenance of the public webstore, blog, and internal tools for a MMORPG mobile strategy game. (React, TypeScript, Remix, Koa, MySQL, gRPC, Jest, TestCafe) Synthesized interdisciplinary requirements to upgrade core workflows for store offers Optimized microservice CI/CD architecture for efficiency and reliability (Github Actions, Docker, AWS) 				
Software Engineer	Indigov	Remote — 2020-2022		
 Managed and led the team architecting, developing, and deploying websites, native apps, and design system for members of Congress, House Committees, and State Legislatures (React, Next.js, graphQL, Wordpress, Strapi, Storybook) Developed, maintained, and expanded custom Zendesk applications supporting elected representatives' communications (React, Redux, Next.js, TypeScript) Refactored and architected disparate applications into a single stack for developer experience and deployment optimization 				
Front End Engineer	PolySign	Oakland, Ca — 2019-2020		
 Developed front end ecosystem for institut TestCafe, TypeScript) Drove adoption of graphQL for microservi 		ion (React, React-Native, Redux, Apollo, Jest,		
Consultant	Self Employed	Remote — 2016-2019		
• Developed full stack web and native applie React-Native, graphQL, Docker, BLE, g		a flow (Node.js, Meteor.js, React,		
Co-Founder	Pickle Tech	Oakland, Ca — 2014-2016		
• Invented crowdsourcing timelapses (pickle	es) via transparent overlay and geof	encing		

• Sole developer and designer of geopickle.com and iOS/Android native apps (Meteor.js, MongoDB, Cordova, Blaze, APIs)