

Joseph Andrew Szczesniak

Email: hi@JosephScript.com

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// summary

I'm an experienced software engineering manager, technology leader and fullstack developer that loves to architect, design and create modern web and mobile applications. I create and maintain code standards and style guides, organize and present talk shops, interview and hire new developers, and mentor my team of developers to become the best they can be. I also have a passion for research and user experience, so much so that I started my own SaaS company to help researchers and produce a podcast on the subject where we interview some of the top researchers in the industry in order to give back to the community.

// technology

I build full stack web applications and websites using modern web technologies and frameworks such as NextJS, Gatsby, Create React App, Webpack, Snowpack, Deno, Node.js, Express, React, Riotjs, Vue.js, and Svelte. I prefer writing TypeScript using monorepo tools like Turborepo, Ultra-runner and PNPM, as well as using modern CSS such as Grid, Flexbox, Tailwind.css and I contribute actively to open source on Github and Gitlab.

I also build Web Services and have expertise with MongoDB, Firebase, Redis, Neo4J, MS SQL Server, PostgreSQL, Test Driven Development (TDD), .Net, C#, Kotlin, Devops, Cloud Administration (Vercel, Heroku, Digitalocean, AWS, Azure, GCP), Continuous Integration (CI), and working with Agile, Scrum and Kanban

// work experience

Aurelius Lab, LLC: Co-Founder and CTO - Minneapolis, MN
Nov 2015 – Present

<https://www.aureliuslab.com>

We started Aurelius with countless hours, morning meetings, late-night jam sessions and a whole lot of coffee, and have grown it to a successful company with Seed round investors. Together, we have developed a Software as a Service that helps UX and Product Researchers as a research and insights platform robust enough to handle their end-to-end processes without any of the complexities that slow them down with traditional research software.

Avantage® Entertainment: Technical Director - Minneapolis, MN
Dec 2019 - Aug 2020

I reported directly to the CTO who put me in charge of our multiple development teams and ongoing tech efforts that he was not directly responsible for. My job was to help create a scalable infrastructure, manage all the developers, and bring our standards and practices up to meet our high security and complicated auditing needs, and to help to prepare for certification by the UK Gambling Commission. Avantage was a multinational brand and my teams were spread across multiple tech stacks, and as such I managed multiple individually functioning teams.

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Foodsby: Senior Software Architect and Engineering Manager - *Minneapolis, MN*

Aug 2017 – Nov 2019

I came into Foodsby as the first FE developer and helped get them to scale after they raised their Series A, which involved creating a CSS and React component framework, rebuilding the ordering application, marketing site and internal admin applications/tools. Once we had the applications rebuilt we set our minds on new things and started building out the team. With our Series B came more Management, Mentorship and higher level Architecture. I managed the team that was responsible for the entire consumer facing site and all the apps, and worked with design and product to move fast and release new things every day. This included managing off-shore developers as well.

Ameriprise Financial: Sr. Software Engineering Manager - *Minneapolis, MN*

Sept 2016 – Aug 2017

At Ameriprise Financial I managed the Interactive Marketing team's JavaScript and Front End engineers. My team was responsible for all of our Interactive Marketing web assets and digital initiatives. In conjunction with the product managers, I helped to develop and maintain product roadmaps, and map technical requirements into platform road-maps. Projects required enterprise level architecture touching many systems, everything from legacy to new integrations with third parties. I was personally responsible for creating our latest software development methodologies, best practices, and code standards. I also led all our emerging technology initiatives.

Prime Digital Academy: Software Engineering Instructor and Agile Coach- *Minneapolis, MN*

April 2015 – Feb 2016

Prime Digital Academy believes there is an untapped army of smart, passionate, problem solvers out there waiting to be trained as the software engineers of tomorrow. At Prime Digital Academy, I was a Software Engineer teaching the next generation of developers using modern technologies, real world methodology and relevant behavioral skills through hands-on, experiential learning.

The Nerdery: Principal Software Engineer - *Minneapolis, MN*

Sept 2012 – April 2015

In addition to my day-to-day activities of designing, coding and testing software, I also led projects by working directly with clients, led teams of developers, collaborated with Development Managers, assisted Project Managers and worked with QA leads. The teams I led were able to architect and develop everything from internet and extranet sites to enterprise-level solutions for Fortune 500 companies. I shared my knowledge and experience with the 200+ developer team at The Nerdery through collaboration, group work, peer review and mentorship, and created a large amount of documentation, development guidelines, core frameworks and training modules for developers to learn from and rely upon.

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Atomic Data: Sr. Software Engineer - *Minneapolis, MN*

Jan 2012 – Sept 2012

Along with a team of talented developers, testers and engineers I worked collaboratively to architect, design, develop and maintain desktop applications, web interface systems, and various other application components. Involved in the full software lifecycle developing custom solutions based on functional requirements. Maintained, installed, configured and monitored large SQL Databases and SharePoint server farms.

Freelance Math, Physics and Science Tutor - *Minneapolis, MN*

Aug 2007 – Jan 2012

In addition to my college career I worked to support high school and college students in algebra, calculus, trigonometry and geometry, as well as freshman physics and chemistry. This was accomplished by creative use of visual aids, learning exercises, and lesson plans by regular meetings or telecommuting (VoIP). I was also the sole tutor for the physics department for an online physics based astronomy course.

Freelance Web Developer - *Greater Twin Cities Area, MN*

2001 – May 2009

Starting while I was still in high school, I worked over the years both on teams and individually to create web sites for a large number of clients using HTML, CSS and JavaScript. With my clients we created designs that reflect their brand and marketing. To this day I still frequently donate my time to nonprofits doing this same job I started nearly two decades ago.

// education

University of Minnesota - *Minneapolis, MN*

B.S., Mathematics with Specialization in Computer Applications; Minor in Computer Science

Normandale Community College - *Bloomington, MN*

A.A., Liberal Education with High Honors