

JEFFREY BATIS

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LANGUAGES

- Go (2 years), Ruby (3 years), C++ (10 years), Java (4 years), Python (6 years), TypeScript (2 years), JavaScript (2 years), HTML/CSS (2 years), Perl (2 years), SQL (4 years), Shell scripting (intermittent).

PLATFORMS AND PROCESSES

- Frameworks and Tools: React, Node.js, Git, Angular, JQuery, Spring Boot, WebSockets, REST APIs.
- Databases: MySQL/MariaDB, PostgreSQL, ArangoDB, Oracle, Teradata.
- Operating Systems: Linux, Windows, iOS.
- Agile: Scrum Master, Product Owner, Developer.

PROFESSIONAL EXPERIENCE

Software Engineer Outreach,(2018-Present)

- Technical lead for team responsible for governance. Designed, implemented and deployed at scale next generation governance framework for micro-services at Outreach.
- Technical lead for backend platform team responsible for user and team management as well as authentication.
- Front-end development for 2 years using Typescript and React.

Software Engineer The Boeing Company, BCA Analytics (2016-2018)

- Developed custom authorization gateway and proxy web services using Java Spring Boot.
- Lead development of a web application to track and create reports on aircraft status using Angular, Typescript, and Python with a graph database backend.
- Lead software development team using Agile processes.
- Developed software roadmaps and product backlogs and ensure team regularly completes sprint commitments.

Software Engineer The Boeing Company, Aviation Services Innovation Center (2013-2016)

- Developed single page web application for Boeing service bulletin kits using Node.js on the backend and JavaScript/JQuery on the frontend.
- Developed software to support an airline operational environment simulation using C++ and Qt.
- Developed web service and software-as-a-service interfaces for simulations using C++ and WSO2 middleware.

Software Engineer The Boeing Company, P-8A Training Systems (2011-2013)

- Developed software to support operator training for the P-8A aircraft using C++ and Python.
- Designed and implemented component responsible for providing user interaction with the communication hardware of the P-8A using C++.
- Designed and implemented a radio environment model to simulate RF behavior and interactions using C++.

Software Engineer The Boeing Company, Airborne Early Warning & Control (2008-2011)

- Developed software to support operator training for the Australian and Korean AEW&C programs using C++ and Python.
- Developed tools to simulate lab hardware and allow automation of processes to greatly improve development, testing, and debugging capabilities and efficiency on developer workstations using Python.

Software Engineer The Boeing Company, F22 Avionics Simulation (2005-2008)

- Developed software to test and verify correct mission computer operation using C++ and ADA.
- Developed software to support pilot training activities using C++ and Qt.

EDUCATION

- **M.S.** Computer Science, Johns Hopkins University
- **B.S.** Computer Science, Johns Hopkins University