# ANDREW M. TAM

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## PROFESSIONAL EXPERIENCE

**Senior Software Engineer II | Mark43**  October 2020 – Current

Booking System
- Launched a new product successfully through effective team leadership and mentorship
- Mentored the team on best practices in React, TypeScript, and GraphQL via code reviews and pair programming
- Owned development of various features by writing technical documentation, planning tasks, and implementing them
- Collaborated with back-end team to define GraphQL API contracts using a "contract-first" approach
- Implemented and led the adoption of an E2E testing framework, preventing code regressions during development

Configurable Form System
- Engineered an extensible UI framework for building forms via a drag-and-drop interface
- Designed a robust plugin system to support a wide range of product use-cases, such as the addition of new UI elements
- Leveraged TypeScript to create intuitive, typesafe interfaces, resulting in a smooth developer experience
- Modularized the form system, facilitating its successful adoption in multiple projects across the company
- Hosted video trainings, wrote documentation, and served as a point of contact for engineers adopting the framework

Arc Design System
- Co-engineered a company-wide design system that streamlined development and ensured consistency across products
- Mentored and collaborated with design and engineering teams to build and adopt reusable React components
- Bootstrapped a scalable application using tools like Storybook, Chromatic, Lerna, TypeScript and React

**Senior Software Engineer | Mark43**  July 2018 – October 2020

Cypress Testing Infrastructure
- Architected a concise set of Cucumber step definitions on top of Cypress to cover a large amount of product use-cases
- Mentored QA and engineering teams to enable them to contribute to the end-to-end testing suite
- Debugged, maintained, and improved dozens of tests to improve quality and reduce flakiness

**Senior Front-End Developer | CBS Interactive**  October 2016 – July 2018

Testing Infrastructure For Live Scoring Application
- Rebuilt testing infrastructure using react and redux to significantly speed up development and QA efforts
- Created express nodeJS server to mimic static API's from existing testing infrastructure
- Built nodeJS socket server to relay information between the testing dashboard and multiple browser clients

Technology Optimizations
- Reduced CSS build-time from 300 seconds to 30 seconds by replacing compass build system with gulp and node-sass
- Increased site performance and reduced JS execution time by bundling multiple JS files into a single file
- Introduced ES6 into requireJS code base by integrating a transpiler without impacting developer workflow

**Lead Software Engineer | Rubenstein Technology Group**  June 2014 – October 2016

Latham and Watkins Careers | https://www.lwcareers.com/
- Provided technical oversight for building components in a modular and reusable way with BEM and templating
- Collaborated with designers to find balance between engineering effort, technical feasability and aesthetics

## PERSONAL PROJECTS

Personal Website | http://www.andrewmtam.com/  Current

Online Banagrams | https://bananagrams-d4dc7.web.app  Winter 2020 – Summer 2021

Laser Game | https://lasers.firebaseapp.com/  Winter 2015 – Summer 2016

## SKILLSET

TypeScript React, React-Router, Redux, Firebase, Webpack, CSS3, SCSS, BEM, HTML5, ES6 || Node, Couchbase, Elasticsearch, Postgres, Perl, PHP

## EDUCATION

**The Cooper Union for the Advancement of Science and Art | New York, NY**

Bachelor of Engineering in Civil Engineering; Graduated: May 2012
- G.P.A. (Cumulative): 3.9/4.0
- The Cooper Union, Full-tuition academic scholarship, 2008 – 2012
- Dean's List: Fall 2008 – Spring 2012
- Courses: Data Structures and Algorithms I | Databases | Software Engineering | Interactive Engineering Graphics