

# Steven Degutis

Full-stack Software Engineer

[sdegutis.com](http://sdegutis.com)

[815-388-7881](tel:815-388-7881)

[sbdegutis@gmail.com](mailto:sbdegutis@gmail.com)

Chicago suburbs

## Profile

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Full-stack software engineer with a decade of professional experience.

## Skills

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### Languages

JavaScript  
Swift  
Objective-C  
HTML5  
CSS  
Clojure

### Frameworks

Node.js  
Express.js  
React  
Vue.js  
Sinatra  
Compojure

### Databases

PostgreSQL  
NoSQL  
MongoDB  
Datomic  
SQLite  
Core Data

### Platforms

Front-end  
REST APIs  
Electron  
macOS  
iOS  
EC2

### General

Communication  
Problem solving  
Taking initiative  
Priotizing tasks  
Pair-programming  
TDD & BDD

## Work History

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### Pen & Paper Software

2017 - Present  
Woodstock, IL

### Software Engineer

Created real-time web apps using WebSockets, Node.js, and Vue.js.  
Created private paid social network using Apple Pay and Stripe.  
Created iOS apps using UIKit, SpriteKit, auto-layout, and custom UIs.  
Created portfolio & this resume with Node.js, YAML, HTML5, and LessCSS.

### Clean Coders

2012 - 2017  
Libertyville, IL  
(remote)

### Director of Development

Migrated CleanCoders.com from Google App Engine to EC2 on AWS.  
Migrated database from Google Datastore to MongoDB to Datomic.  
Implemented back-end using Clojure, Compojure, Java, Datomic, and SQL.  
Implemented front-end using Hiccup, HTML, CSS, and vanilla JavaScript.  
Setup automated database backups and schema/data migrations.  
Setup zero-downtime site upgrades using cron and aws-cli.  
Setup deployment strategy to EC2 using Java & nginx.  
Setup customer payments through PayPal IPN, PayPal REST, and Stripe.  
Created internal reports using D3.js to inform business decisions.  
Telecommuted from Woodstock, IL.

### 8th Light

2010 - 2012  
Libertyville, IL

### Software Engineer

Maintained Sinatra & Rails web apps with JavaScript & jQuery.  
Added features to internal Jekyll-based blog system.  
Added features to internal Backbone-based task management system.  
Created iOS app integrating with REST API.  
Used Pair-Programming and TDD for increased Rapid Development.

**Degutis Enterprises**

2010  
McHenry, IL  
(remote)

**President**

Created custom software for clients.  
Wrote a minimal Dropbox clone for Mac OS X for a client using WebDAV.  
Used algorithms to prevent race conditions when syncing files.

**Big Nerd Ranch**

2010  
Atlanta, GA

**Software Engineer**

Created and maintained several iOS apps.  
Created an iPad app containing multiple WebViews.

**IOCOM**

2009 - 2010  
Chicago, IL

**Software Engineer**

Added features to video-conferencing software for Mac OS X.

**Thoughtful Tree  
Software**

2008 - 2009  
Woodstock, IL

**President**

Created macOS app "Docks" using Core Data and custom UI/UX aesthetic.  
Docks named as a Staff Pick and featured app on Apple.com.  
Docks named "Gem of the Year" by MacWorld Magazine, with a 4/5 rating.  
Docks featured on Engadget with high praise for its user interface.  
Created web store for Mac apps using PHP, MySQL, and eSellerate.  
Acquired by Big Nerd Ranch.

**Rogue Amoeba  
Software**

2008  
Cranbury, NJ  
(remote)

**Customer Support**

Answered customer support emails.  
Alerted software team of bug reports from customers.  
Telecommuted from Woodstock, IL.

## Open-Source Highlights

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### [github.com/sdegutis/mjolnir](https://github.com/sdegutis/mjolnir)

Mjolnir is an automation tool for macOS, with an embedded Lua plugin system. Originally written to increase my own productivity, others also found it useful, so we collaborated to add features and evolve it into what it is today. The github project currently has 5,000 stars and continues to attract new users each week.

### [github.com/sdegutis/Leviathan](https://github.com/sdegutis/Leviathan)

Leviathan is a full-fledged Clojure IDE that I wrote to increase my productivity while working on CleanCoders.com. I wrote a custom Clojure-like language for configuring it, and implemented all the UI from scratch including the Chrome-style tabs, split panels, and syntax highlighting.

### [github.com/sdegutis/hyperchat](https://github.com/sdegutis/hyperchat)

HyperChat is a unique interactive web app which I wrote over the course of a few week nights, in order to learn Node.js, WebSockets, vanilla JavaScript, Vue.js, CSS3+, HTML5 semantic elements, and handling chronological events across multiple clients.

### [github.com/sdegutis/2048-javafx](https://github.com/sdegutis/2048-javafx)

2048 for JavaFx is my port of a fairly popular online game. I wrote this port in about a week, in order to teach myself Java 8 and all the best practices of writing good Java code. Prior to this project, I had no experience with the Java language, and had never used JavaFx before.

## References

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Available upon request.