

George Ohler

- Experience** May 2023 – Sept 2024 Shrapnel (Neon Machine, LLC) Seattle, WA
- Tech Director - Experience**
- Led a small front-end development team, responsible for all front-end web applications, predominantly built using Next.js to drive player features for the Shrapnel game ecosystem, which included features such as player account authentication, profiles, inventory, cosmetics-trading marketplace, and more.
 - Worked with backend teams to drive technical design requirements relevant GraphQL and REST APIs.
 - Architected and drove development of the “Shrapnel Design System” to improve development velocity and consistency across both web and game surfaces.
- Oct 2021 – Mar 2023 Klaviyo Remote / Boston, MA
- Frontend Platform Engineer**
- Worked on a frontend platform team working on tooling and infrastructure support for the frontend code bases and technologies, including building and maintaining Jenkin pipelines for our frontend CI.
 - Built and Implemented E2E testing infrastructure using Cypress to allow feature teams to write E2E tests.
 - Worked as a member of our component library team building and implementing components from Klaviyo’s Ascent Design System.
- Sept 2020 – Oct 2021 Discovery, Inc. Remote / Bellevue, WA
- Software Engineer**
- Worked on the launch of the direct to consumer web application for Magnolia Network, a new joint venture between Chip & Joanna Gaines’ Magnolia company and Discovery, Inc.
 - Utilized the Next.js framework to enable server-side rendering of our react web application while leveraging a GraphQL API for data.
 - Evangelized the use of Typescript and got the team to adopt its usage in our team’s codebases.
- Dec 2019 – Jun 2020 Expanse Inc. Remote
- Senior UI Engineer**
- Working in a typescript react environment developing issue tracking tools for maintaining a customer's assets deployed on the internet. The platform has many similarities to JIRA.
 - Drove changes related to a refactor of the original front-end application that was stuck in a limbo state of half angular half react within an antiquated build runner, which included a migration plan that entailed items such as better code organization, code style guide (linting, best practices), refactor of the redux store, and of authentication integration and consulted on auth flow to ensure session preservation.
- Aug 2017 – Nov 2019 Amazon Seattle, WA
- Front End Engineer II**
- Worked in the Alexa Skills Kit org developing React/Redux web applications and tools to enable skills developers to create multi-modal skills.
 - Primary front-end engineer working on the Alexa simulator, enabling use of Alexa within the browser to enable skill developers to test their skills (including multi-modal skills) without the need to own an Alexa enabled device.
 - Worked on the new APL initiative by creating an interactive authoring tool to enable skill developers to develop dynamic rich visual templates for their multi-modal skills. The tool included a unique abstraction of JSON template code to a more GUI friendly interface which included drag and drop features for directly editing the rendered template.
- Apr 2016 – Aug 2017 Cars.com Chicago, IL
- Frontend Developer**

- Worked on the cars.com web platform working with an AngularJS front-end and nodeJS and Java applications and endpoints. Well versed in pair programming and TDD paradigms. Worked closely with our product and design & UX teams as well as implementing A/B testing.
- Participated in the “developer working group” as a key influencer to improve developer best practices and workflows.
- Was a tech lead of a team of six developers tasked with the initiative to migrate and refactor the vehicle detail page, one of the heaviest trafficked pages to its own deployable platform, reducing dead code and implementing a customized UI library to pave the way for markup and styling consistency.

Sept 2014 – Mar 2016 Frostburn Studios Kalamazoo, MI
Online Systems Developer

- Maintained several Zend servers in multiple regions of the world that acted as a HTTP interface for storing data in MySQL from thousands of game servers and micro transactions.
- Worked on the <http://www.heroesofnewerth.com> website. Including applications using AngularJS, Amazon S3 and Elasticsearch driven by a golang backend as well as a complex "message of the day" marketing platform used within the game client.

Aug 2014 – Sept 2014 S2 Games, LLC Portage, MI
Web Developer

March 2014 – July 2014 Newhall Klein, Inc. Kalamazoo, MI
Web Developer

April 2013 – March 2014 CU*Answers Grand Rapids, MI
Web Applications Developer

July 2010 – April 2013 'corePHP' LLC Battle Creek, MI
Web Developer

Oct 2006 – July 2010 Advantage Computer Services Kalamazoo, MI
Lead Web Developer - IT Technician

Aug 2003 – Feb 2006 Western Michigan University Kalamazoo, MI
Student Supervisor – Technical Specialist

Spring 2005 Western Michigan University Kalamazoo, MI
Grant funded Education department Seminar

Jan 2004 – Aug 2004 Walt Disney World Resorts Orlando, FL
Costuming Specialist – Cast Member

Education 2003 – 2005 Western Michigan University Kalamazoo, MI
 ▪ Attended university completing some college courses.

2002 – 2003 Kalamazoo Valley Community College Kalamazoo, MI
 ▪ Dual-Enrolled during senior year of high school.
 ▪ Completed 20 credit hours to transfer.

Graduate of 2003 Mattawan High School Mattawan, MI

Skills Proficient with Adobe Creative Suite, computer hardware, Windows and OSX.
Languages: HTML5, CSS3 (Pre/Post CSS), JavaScript, Typescript, MySQL, XML, PHP
Version Control: SVN, GIT (bitbucket, github), Perforce
Libraries & Frameworks: React, Redux, node.js, lodash, Next.js, React Query, MUI

References Available Upon Request