

graham batzler

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experience

1stdibs, New York City — *Front End Engineer*

AUGUST 2015 - PRESENT

Developed complex user interfaces for desktop and mobile browsers using ES2016 and Node.js with React, Relay, Redux, and GraphQL at corporate scale. Project highlights include working closely with designers to implement a large adaptive redesign of the messaging platform; rebuilding the main client-facing contact modal in React, Relay, and Redux; and structuring a multi-param search and filtering UI around a SOLR backend.

Penn Residential Computing, Philadelphia — *IT Manager*

JUNE 2011 - JUNE 2015

Started as an IT Advisor performing hardware and software diagnosis and repair; after multiple successive promotions, was tasked with handling escalated cases and managing departmental scheduling and operations.

Little Bird Games, Philadelphia — *Game Developer*

AUGUST 2013 - JUNE 2015

Developed educational games using HTML5 Canvas / Audio APIs, including a PTSD detection training tool used by the American Nursing Association and ADHD therapy games for use in clinical trials at Duke University.

education

University of Pennsylvania, Philadelphia — *BA, STSC*

AUGUST 2011 - JUNE 2015

Graduated *summa cum laude* with a degree in Science, Technology, and Society with a focus in Information Technologies and Organizations. Studied the origins and outcomes of technological change in global and local contexts; participated in independent research on the social impact of emerging technologies.

tech

HTML5 CSS3 ES2018

Node.js NPM Yarn Bash Git

Webpack Gulp Grunt Babel

React Relay Redux GraphQL

Angular Vue Backbone

PHP Codeigniter Hugo

Twig Jade Go Templates

MongoDB MySQL

Windows OSX *nix