# Graham Batzler

Software Architect and Engineering Leader

Enthusiastic and communicative engineer, mentor, and leader with over a decade of experience solving business problems with software. Purpose-driven and passionate about technology and using it to improve lives and outcomes.

Curious by nature, cross-functional by habit, growth-oriented by choice.

## Selected Experience

**Jul 2020**
↳ **Nov 2022**

**Lead Software Engineer**

The Pro's Closet | *Louisville CO*

Architected, built, and maintained ecommerce systems for internal and customer-facing use, working closely with Product, Design, and business stakeholders to solve problems with software. Served as Front-End Architect and Node.js SME while managing direct reports and mentoring engineers of all skill levels across the stack. Contributed to department-level engineering standards, SDLC process, interviewing guidelines, and platform improvements.

**Mar 2020**
↳ **Jul 2020**

**Senior Software Engineer**

Bluprint | *Denver CO*

Established robust unit and integration testing systems for legacy and greenfield systems, aided in refactoring legacy systems into modern distributed scalable services. Mentored junior developers and participated in SRE and site architecture discussions.

**Jan 2019**
↳ **present**

**Solo Multimedia Developer**

grahammakes | *Denver CO*

Architected and executed multimedia projects including web design + development + SEO for local businesses, audio engineering and music production for commercial release, and creation of freeware and open source utilities.

**Aug 2015**
↳ **Aug 2018**

**Front End Engineer**

1stdibs | *New York City NY*

Maintained + improved a large enterprise ecommerce system. Worked closely with designers to implement an adaptive UI redesign of the custom messaging platform in React; refactored and modernized large parts of the legacy app; built a new multi-param search and filtering app around Apache Solr.

**Aug 2013**
↳ **Jun 2015**

**Game Developer**

Little Bird Games | *Philadelphia PA*

Developed web-native 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.

**Jun 2011**
↳ **Jun 2015**

**IT Manager**

Penn Residental Computing | *Philadelphia PA*

Managed a team of ten Jr. + Sr. IT support staff, including scheduling and operations responsibilities. Provided hardware and software support, diagnosis, and repair on escalated cases.

## Education

**Jul 2020**
↳ **Nov 2022**

**STSC, BA**

University of Pennsylvania | *Philadelphia PA*

Graduated summa cum laude with a degree in *Science, Technology, and Society* and a specialty in Information Technology and Organizations; researched the social and economic patterns and impacts of large-scale technical systems.

## Personal Info

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(917)-520-7963

**LinkedIn**
linkedin.com/in/graham-batzler

**GitHub**
github.com/batzlerg

## Skills

Software Architecture
Web Performance and SRE
Team Leadership
Project Management
Agile Software Development
Constraint-Based Problem Solving
Written and Verbal Communication

## Software

TypeScript (ESNext) + React + Node
Python + Flask + PyTorch
PHP + CodeIgniter
AWS
Next, Hydrogen, Gatsby, Sanity CMS
Webpack, Babel, Vite, Rollup
SQL, Bash, Cron, REST, GraphQL
Jest, Cypress, Playwright, Karma, Mocha

## Interests

Hiking + Camping
Botany + Ecology
Urbanism + Land Use + City Planning
AI Art Generation + Machine Learning
Music Production + Performance