Timothy (Evan) Hart

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Summary:

Code-native full-stack developer with a lifelong passion for programming. Highly proficient in TypeScript and Python, with a proven track record in developing robust applications, automating workflows, and optimizing complex systems. Quick to adapt to new languages and frameworks, equipped with a self-sufficient DevOps toolbelt, and committed to continuous learning. A collaborative team player with a get-it-done work ethic.

Professional Experience:

Senior.One | Albuquerque, NM (Remote, Contract) | *Developer* December 2023 to present

- Engineered admin systems to interface with government Medicaid datasets, manage internal provider records, expedite client onboarding, and activate new markets.
- Designed and implemented automated ETL flows to update periodic data from cms.data.gov, improving data reliability and timeliness.
- Developed a CMS data-source browser that enables users to add, filter, and process new data flows efficiently.

Framework Highlights

- Developed a menu/table-driven terminal environment with macro export capabilities for flexible, non-linear workflows.
- Created robust data-matching algorithms supporting multiple databases and remote APIs, enabling fuzzy comparisons across nonuniform data sources.
- Ensured comprehensive testing coverage to maintain system integrity and performance.

Honeybear Handmade, LLC | Marietta, GA | *Developer* June 2021 to present

- Built and maintained a Medusa.js-based web store, including custom backend extensions, enhancing eCommerce functionality.
- Designed, built, and operated custom CNC systems for the intermediate processing of raw textiles, streamlining production workflows.

Skills:

Full-Stack Development: Next.js & React (SPA & RSC), Tanstack Query, Zustand, Shadcn/ui (Radix-based); Medusa.js for eCommerce

Real-Time & Streaming: WebSockets for Twitch overlays; scalable data pipelines with Cloudflare Workers & Durable Objects

DevOps & Deployment: AWS (Lambda, Route 53, S3, CloudFront), VPS (Docker, Nginx, PostgreSQL, Redis, Zipkin, MeiliSearch, Let's Encrypt)

Frontend & Data: Tailwind CSS, HTML, CSS, SQL; expert in complex state modeling & atomic rendering

3D, Multimedia, & Other: Blender (physics simulations/animations for Twitch intros); Adobe Suite (Premiere, Photoshop, Illustrator, AfterEffects); embedded microprocessors (ESP32, arduino), CAD/CAM/CNC (OnShape and custom designed CNC systems)

Education:

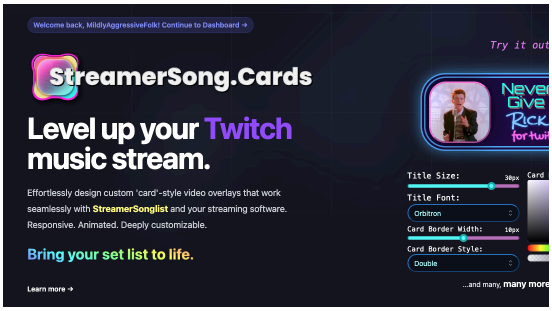
Oglethorpe University
August 2012 - May 2013

Georgia State University Perimeter College
August 2010 - May 2012

Projects:

StreamerSong.Cards

A full-stack Next.js application enabling users to design custom animated visualizations for video overlays from real-time data streams.



(Private repo, read key available on request)

Highlights

- Achieved atomic re-render behavior despite over a hundred of controlled, intertwined parameters
- Implemented a key-driven controller factory for enhanced developer experience
- Developed a drag-and-drop interface for intuitive user interactions
- Utilized a tRPC backend to ensure robust and efficient API communication
- Enabled real-time visualization through WebSockets
- Deployed on Vultr with IaC and CI/CD via Ansible, Terraform, GitHub Actions, and Docker

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MildlyAggressiveFolk.com github.com/e-hart/maf-dot-com

A scratch-built Next.js project completed in 1.5 days as a personal challenge to create a minimal-dependency site using only Tailwind CSS.

- Rapid development without component libraries
- Serverless AWS deployment via SST
  (GitHub repository available; live site linked)

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cms_etl

Refer to the "Framework Highlights" under the Senior.One experience section.
(Excerpts shared with permission after purging client-specific modules)
