NICK ROTONDO
SENIOR SOFTWARE ENGINEER

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SKILLS

Ruby on Rails
Turbo/Stimulus/Hotwire
React + React Native
JavaScript + TypeScript
HTML/CSS
Android + Java/Kotlin
PostgreSQL
REST APIs

SUMMARY

Accomplished full-stack engineer with extensive experience building robust software solutions from the ground up. Proven track record of delivering complex web and mobile applications in fast-paced startup environments. Strong technical expertise across modern frameworks and languages, with a focus on creating scalable, maintainable systems. Known for collaborative problem-solving, mentoring fellow engineers, and adapting quickly to evolving business needs while maintaining high standards of code quality.

EXPERIENCE

HOUSEACCOUNT
Senior Software Engineer
New York, NY (remote)
Apr. 2021 to Nov. 2024

Joined as the first engineering hire, playing a key role in conceptualizing, developing, and launching a greenfield Ruby on Rails web application. Responsible for building critical systems that would eventually process millions in transactions, while ensuring 99.9% uptime.

- **Full-Stack Development:** Built and maintained a dynamic Ruby on Rails web application, utilizing modern technologies such as Hotwire, Turbo, and Stimulus.js to enhance front-end interactivity. Leveraged libraries like dry-rb to create clean, reusable service objects and maintain a scalable architecture.
- **End-to-End Project Leadership:** Led high-impact projects through all stages of the Software Development Life Cycle (SDLC)—from product requirements gathering and planning to collaborative design, task delegation, deployment, testing, and ongoing maintenance. Managed tight deadlines and ensured successful delivery.
- **API Integrations:** Built and maintained complex integrations with CRM systems like Salesforce and ServiceMinder, as well as payment processors such as Stripe and Stax. Coordinated directly with vendors and support engineers to ensure smooth integration, both pre-launch and post-launch.
- **Mobile App Development:** Spearheaded the development of a native Android app, released on the Google Play Store, leveraging Turbo Native and Kotlin to transform the existing web app into a mobile-first experience.
- **Cross-Functional Collaboration:** Worked closely with product and design teams to translate business needs into engineering requirements. Provided estimates for complexity and time, adjusted project scope as necessary, and ensured alignment across teams.
- **Team Building & Mentorship:** Played a key role in hiring and expanding the engineering and product teams. Provided mentorship to new hires, fostering a supportive and collaborative culture through pair-programming, knowledge sharing, and hands-on guidance.

COMMERCEHUB
Software Engineer
Latham, NY (remote)
Sept. 2020 to Apr. 2021

- Contributed to the development and support of the core drop ship platform, focusing on client-requested features and improvements using Java
- Implemented React-based frontend to replace a legacy JSP system, improving the user interface's responsiveness, performance, and maintainability.

UPSERVE
Software Engineer
Providence, RI
Jan. 2018 to Sept. 2020

- Developed, launched and maintained the Point of Sale client on Android, built on React Native with TypeScript & Jest, and Java
- Engineered key features and fixed critical bugs punctually, to meet deadlines and satisfy the demanding and ever-evolving needs of the restaurant industry
- Interviewed, trained and mentored new hires
- Participated in cross-team meetings with product managers and other engineers to discuss meeting customer expectations with robust, well-planned software solutions
- Extensive code review, pair-programming and team guidance to ensure all code-contributors are adhering to best-practices
- Delivered highly-anticipated mobile version of the POS app
- Architected component hierarchy, UX/UI workflows, APIs for managing navigation state and screen transitions, integrating into pre-existing systems
- Lead a team from project conception & design through MVP and subsequent releases, making critical decisions regarding scope to meet launch date
- Addressed underperforming hardware with software solutions attained through debugging analytics: eliminate unnecessary renders & minimize expensive renders using pure components