

Jaryd Meek

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Experience

Software Development Engineer - Autodesk

April 2023 - Current

Digital Experience and Customer Empowerment

- Contributed to the development and maintenance of Autodesk's account management portal, enhancing key features such as subscription management, quote to order flows, invoice payment flows, payment methods, and order history to improve user experience.
- Refactored the frontend data management model, reducing server-side load by 20%+ and increasing frontend performance by 30%+.
- Integrated Autodesk's new transaction model for subscription services, enhancing backend integration and system scalability.
- Independently rebuilt the subscription management frontend, significantly improving maintainability and aligning with modern standards.
- Managed the CI/CD process, setting up automated end-to-end regression testing suites using Playwright to ensure consistent, high-quality releases.
- Led the migration of the team's codebase from JavaScript to TypeScript, improving reliability, maintainability, and reducing development bugs.

Technologies: React, JavaScript, TypeScript, CSS / SCSS, AWS, Playwright, Storybook, TanStack

Software Development Engineer Intern - Amazon Robotics AI

Summer 2022

Canvas Technology

- Contributed primarily as a Software Development Engineer (SDE), while also stepping in as a DevOps Engineer to support the team's operational needs.
- Redesigned "Ledger", a code deployment tool, from the ground up using React, React Redux, React Router, and TypeScript, enhancing the deployment process and improving maintainability.
- Assisted in deploying networking infrastructure for the alpha launch of robots at a sort center.
- Refactored and improved the integrated PC provisioning system by virtualizing the PXE server, streamlining the setup process.

Technologies: React, GraphQL, Redux, TypeScript, AWS, Puppeteer and Puppet, Foreman, Proxmox

Education

University Of Colorado At Boulder

Degree: Computer Science, B.S.
Minors: Business, Philosophy

August 2019 - May 2023
GPA: 3.816

Projects

Tubarr

- A Node.js/Next.js based, self-hosted Docker application designed for archiving YouTube channels, providing users with a seamless solution to backup video content locally.
- Serves as a frontend and backend for the yt-dlp library, automating video downloads and managing efficient file organization on disk.
- Implemented robust features such as error handling for failed downloads, webhook notifications to automatically download new uploads upon publishing, and indexing channels and disk storage to verify the integrity of downloaded content.

Technologies: Node.js, Next.js, React, TypeScript, TanStack, Python, Docker

Flight Check

- Developed an iOS application using Swift and SwiftUI to streamline pilot flight planning, improving efficiency and ease of use for pilots.
- Integrated data from multiple Federal Aviation Administration (FAA) and Department of Defense (DoD) APIs to provide real-time, accurate flight information.
- Designed an intuitive user interface that presents complex data in an easily interpretable format, tailored to the specific needs of pilots during flight planning.
- Successfully published the application on the App Store, reaching a broad audience of aviation professionals.

Technologies: Swift/SwiftUI for iOS, MapKit, Local Storage

Skills

Swift and SwiftUI, TypeScript/JavaScript, React, Python, C/C++, Git, Java, HTML and CSS, SQL, AWS, Ubiquiti Unifi, Proxmox, Puppeteer and Puppet, Foreman, VMWare ESXi