

# Travis G Beck

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I am a collaborative-first, backend-focused engineer with a track record of conceiving of big projects and finishing them. I am looking for a position as a leader at a company building software that the world needs. I will help improve your system architecture, build stronger and more collaborative teams, and dive deep when needed while deploying solid industry-standard APIs on [proven technology](#). I am a big thinking active listener that wants to work with other big thinking active listeners who believe in autonomous teams with clear lines of ownership, transparency, learning fast through short build/deploy cycles, and above all listening to customers and building what they need.

## Experience

### Optimizely

Senior Staff Software Engineer                      San Francisco, CA                      Aug 2020 - Present

- Tech lead on a major project to redesign & rebuild the Optimizely Full Stack (Feature Flagging) product which was too slow, had an overly confusing UI, awkward data models and an inflexible architecture
- Designed the architecture using using Domain-Driven Design and built the backend as a [Self-Contained System](#) using Python/Flask/Postgres with a React micro-Frontend integrated seamlessly into Optimizely's monolith
- OpenAPI-first REST API allowed months of parallel Frontend/Backend lines of development

Staff Software Engineer                      San Francisco, CA                      Jan 2016 - Aug 2020

- Tech lead on many of the company's most urgent large-scale backend projects
- Built a Change History tracking service using Python/Flask/Postgres/Google Cloud Pub/Sub
- Built a Token service in Go to enable JWT-based authentication/authorization in services
- Built out the Optimizely v2 API, a python API gateway using asyncio/Pyramid/gunicorn

### Shutterstock

As the 3rd engineer hired at Shutterstock, I built out major parts of almost everything early on and fostered a productive & fun culture as we grew from 10 to 500+ employees and had a successful IPO.

Director of Engineering, Content                      San Francisco, CA                      Mar 2014 - May 2015

- Directly managed 12 software engineers while leading multiple teams (Licensing, Content, Contributor, API, and Identity Management) both strategically and architecturally to build mostly back-end services for a variety of consumers with a heavy emphasis on quality, simplicity, performance, and healthy development processes

- Started a San Francisco office, found office space, and recruited & hired 10 engineers

Software Engineer

New York, NY

Nov 2006 - Mar 2014

- Designed, built, and integrated many REST services in Node.js, Perl, Ruby, and Python including an OAuth2 identity provider, storage, image processing, payment processing, content management, licensing, deployment and subscriptions services
- Led the charge toward migrating to a services oriented architecture and generally pushed for scalable architecture and a strong culture.
- Learned many ways to NOT transition a company to a services oriented architecture

## **Onvia**

Software Engineer

Seattle, WA

Jan 2005 - Nov 2006

- Wrote targeted crawlers to scrape information from websites, maintaining over 500 web bots running on a daily basis

**Education:** University of Washington, BS in Informatics

Graduated June 2002