

Elliott Rarden

Gamer with a coding problem.

CONTACT DETAILS

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ABOUT ME

elliottrarden.me
github.com/ellman121
stackoverflow.com/story/ellman121

PROGRAMMING LANGUAGES

TypeScript
Elixir
GoLang
Swift

FAVOURITE TOOLS

Google Drive
Visual Studio Code
Git + friends
LaTeX

SPOKEN LANGUAGES

Sarcasm (Native)
English (Fluent)
German (B2)

INTERESTS

Gaming (board, card, video)
Programming Languages
Linguistics
Music Theory
Mathematics
Philosophy

HOBBIES AND ACTIVITIES

Cooking
Pub Quiz
Bouldering
Cycling
Playing Piano

Summary

I am a gamer, programmer, and thinker looking for positions where I can use my variety of skills to solve interesting problems. Yes, that is the most generic statement I could come up with.

Work Experience

Senior Software Engineer

Klim GmbH - Berlin, DE

April 2024 - Pres.

- Full stack developer role at an **early stage startup** focused on climate tech
- Built and maintained **Javascript and Typescript** code using **React and NodeJS**
- Managed and built upon **PostgreSQL** databases

Senior Software Engineer

NewStore GmbH - Berlin, DE

Jan 2023 - Sept. 2023.

- Was **lead mobile developer** for the Checkout Experience team, building the front end for an NewStore's flagship Associate App with **20k weekly users globally**
- Built a **React Native / Typescript** frontend and **distributed microservice** backend using **Elixir, Python, and GoLang**
- Tech lead for on several features, including **Cash Rounding**

Software Engineer

NewStore GmbH - Berlin, DE

Jan 2021 - Dec 2022.

- Designed and implemented a stable **React Native based** mobile development platform for all teams to build end-to-end features
- Helped design and integrate multiple features in NewStore's flagship Associate App
- Was **tech lead** for the *user analytics framework* and *v2 printing framework*
- Lead efforts to increase **mobile application test automation** across the company

Technical Product Owner

GRID Esports - Berlin, DE

Sep 2019 - Oct 2020.

- **Product Owner** and **Agile Master** for the GRID Data Platform
- Business-wide leader for agile **processes and ceremonies**
- Main role was to effectively communicate and break down technical topics for non-technical audiences and external partners

Software Engineer

PatronGG - Berlin, DE

June 2017 - July 2019.

- Part of the core team in an early stage start up (<5 Employees)
- Built two **mobile applications** from scratch and used both serverless and hand-written backends
- Helped design and implement core product features across both white-label app in conjunction with **Fnatic Esports**
- Primary tools: **GoLang, React Native with Typescript, and Firebase**

Work Experience (continued)

Software Engineering Intern

Dish Technologies - Denver, CO

Summer 2016

- Worked with another intern to develop a prototype for Flixpert
- Acted as **scrum master** for all intern activities over the summer
- Spearheaded testing infrastructure for the backend, leading to an 83% increase in test coverage
- Developed native mobile applications in **Swift** for iOS and **Java** for Android

Embedded Firmware Intern

Littelfuse L.L.C. - Rapid City, SD

Summer 2015

- Wrote low level firmware in **C** on top of **FreeRTOS**
- Built a prototype iOS application using **Swift**

Education

B.S. in Computer Science

SD School of Mines and Tech - Rapid City, SD

2013-2017

- **3.1 GPA** with a **Minor in Mathematics**
- **Vice President** of Campus ACM Chapter
- Key Coursework: **Probability and Statistics, Data Mining, Data Structures, Analysis of Algorithms, Cryptography, Compilers, Programming Languages, Operating Systems.**