

Blake Hair

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Professional Experience

FOUNDER, HAIR SQUARED SOFTWARE; NORTH SALT LAKE, UT – 2017-PRESENT

I founded Hair Squared Software in order to provide consulting services for small businesses and educators looking to expand their mobile reach. We are a small operation that focuses on providing professional development services to customers that want to expand into a mobile market.

PLATFORM ENGINEER, EMPLIFY; INDIANAPOLIS, IN – 2015-PRESENT

At Emplify I headed the refresh of our custom mobile platform through a shift from Titanium to React Native and again as we narrowed our focus to employee engagement. I was the primary engineer focused on integrating React Native with native libraries and features in our early stages. I also provided web-based frontend work using React along with Node backend work using Dynamo and PostgreSQL.

SOFTWARE ENGINEER, DIGITAL CORPS; MUNCIE, IN – 2009-2015

My work at the Digital Corps primarily involved leading cross-functional teams in the rapid development of software. I supervised teams of 5 to 7 in the development of mobile and web applications for a variety of clients including Ball State University. I also mentored junior developers and taught them native mobile development.

Projects

BSU ACHIEVEMENTS ADMIN CLIENT, HAIR SQUARED SOFTWARE – 2017

- Updated BSU Achievements Admin client to modern React-based implementation using Redux and Material UI to provide a clean and understandable update to an aging platform

JSON API SERVER, PERSONAL – 2017

- An alpha implementation of a JSON:API spec framework using Node.js and restify; it is intended to serve as a potential launching point for future RESTful APIs using the JSON:API specification

EMPLIFY MOBILE PLATFORM, EMPLIFY – 2017-PRESENT

- Designed and implemented full-stack mobile application platform for employee engagement in 6 months
- Headed development of React Native mobile application with a team of 3 engineers
- Participated in architecture and implementation of Node.js RESTful backend using JSON:API specification

BLUEBRIDGE DIGITAL MOBILE PLATFORM, EMPLIFY – 2015-PRESENT

- Led the refresh of the platform from Titanium to React Native with a team of 3 engineers in 4 months
- Continued to manage app-side development of platform through end of active development and into end-of-life support
- Participated in development of new features for entire platform (web, mobile, and backend) with an agile team of 6 using AWS, DynamoDB, React Native, and Node.js

BALL STATE ACHIEVEMENTS, DIGITAL CORPS & HAIR SQUARED SOFTWARE – 2014-PRESENT

- Supervised a team of 4 junior engineers to release of Android application to 1200 Ball State incoming freshmen
- Architected abstraction layer linking Android Achievements client to the Achievements API, including a caching solution to efficiently search large record sets
- Managed support across lifetime of app, including continuing development leading two junior engineers, while managing user feedback and improving the platform across the full stack (PHP, MySQL, Java, Javascript, and Objective C)

SCRIPTING TOOL, DIGITAL CORPS – 2014

- Designed and built asset/story pipeline used by cross-functional team of 14 for a mobile game engine developed in house
- Pipeline included a PHP/MySQL backend with a Javascript front-end for ingesting data along with shell scripts to integrate the content into production builds
- Integrated localization tools to translate game content for international audiences

BALL STATE UNIVERSITY MAP APP, DIGITAL CORPS – 2011-2013

- Developed multi-platform mobile app to guide students and visitors around Ball State's campus with team of 3 engineers
- Integrated iOS and Android app with Google Maps services to provide directions and parking help

ADVENTURE CAMP, DIGITAL CORPS – 2011

- Designed the curriculum and taught 12 high school students Java using Greenfoot to develop arcade games and understand basic programming concepts; all students exited the week with a working game of their own making

Skills

I am a polyglot developer that has touched on many languages, however, most recently I've worked in Javascript, Java, Objective C, Swift, and Python.

I am proficient in native iOS and Android development, React Native, React, Node.js, SQL, git (& other version control), PHP, HTML/CSS, and am knowledgeable in many other languages and frameworks.

I am a capable leader that seeks consensus on my team and wants to understand the human aspect of the problems I am solving and wants to communicate those successes to my team.

Education

Ball State University, Muncie, IN – Bachelor of Science

Hobbies

I am an avid lover of science-fiction and tabletop roleplaying games. I build models in my limited spare time and like to listen to podcasts while I work.