






Hans Baker

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Skills

Frontend

TypeScript, JavaScript, DevTools, React, WebAssembly (WASM), Websockets, Leptos, HTML, CSS

Backend

Python, Go, Rust, SQL, PostgreSQL, Redis, Django, Celery, Axum, Sqlite

DevOps

Docker, Terraform, Cloudflare, CodeQL, NewRelic, GCP, AWS, Linux

Tooling

Git, GitHub, GHA, CI, Build Systems, Webpack, ESLint, Custom/Inhouse

Hobbies & Interests

Programming, Rock Climbing, Comic Books, Games, Food, Coffee, Tinkering, Learning new things

Education

CSU, Sacramento

Philosophy & Pre-Med (B.A.)
3.8 GPA
2009-2014

UCSD, SDSU, and SDCCD

Summary

****Innovative Software Engineer with 7+ years of experience building and optimizing scalable web applications.**** Proven track record of delivering performant software across the stack. Building better user experiences through deep expertise in JavaScript internals, browser performance optimization, and reactive frontend development. Adept at building, integrating, and optimizing backend services with experience improving site reliability for one of the world's highest traffic websites.

Experience

Multi Media, LLC

Principal Architect

Mar 2024 - Present

Return to technical work after voluntarily stepping down from leadership. Working to ensure engineering excellence within Multi Media LLC while wearing several hats. Responsibilities include architecture reviews, performance management, SRE improvements & optimizations, building tools, and consulting on feature work.

Project highlight: Built a code ownership and review assignment tool in Go with a CLI and GitHub Action to run in CI. Provides flexible configuration for monoliths and monorepos.

Head of Engineering

Jul 2021 - Mar 2024

Director-level position. Grew team of world-class software engineers. Set strategy and vision for department in alignment with company goals. Implemented various processes and developer experience improvements. Proudly maintained inclusive culture and very low turnover rate.

During time as Head of Engineering, chaturbate.com saw upward Daily & Monthly user growth for 32/33 months.

Software Engineering Manager

Mar 2020 - Jul 2021

Managed team of Frontend software engineers. Grew team while developing new and junior members. Made various improvements to developer experience through tooling, inhouse library development, implementing CI, containerization, documentation, and adding light process.

Created system for integrating React components into our inhouse TypeScript framework to allow for iterative adoption of React. Also built JSX factory to be able to use JSX syntax with our inhouse TypeScript framework.

Software Engineer

Dec 2017 - Mar 2020

Worked full-stack on our primary web application (Python, Django, TypeScript / JavaScript, HTML, CSS, PostgreSQL / TimescaleDB, Redis) as well as built microservices (Go / Golang). After several successful frontend projects, was

Computer Science (non-Degree)
3.9 GPA
2014-2017
Completed all pre-requisites
for M.Sc. program

asked to review all frontend changes for the entire engineering team. Implemented several DX improvements for faster iteration and better testability.

Project highlight: Built endless scroll feed of user-uploaded content. Backend was distributed microservice in Go. Frontend was built in TypeScript and supported all browsers back to IE8. Was live in production with 5-60k concurrent active users.

Bayside Networks

****IT Consultant & Full-stack Developer**** Dec 2015 - Dec 2017

Split time between System Administration / IT Consultancy (primarily Windows server) and Full-stack development (Linux / Apache / PHP / MySQL). Full-stack development work was extending a highly customized CRM software solution in LAMP stack. Developed several new systems including a project management interfaces and a business client portal.

Personal Projects

Minesweeper Webapp

2023-2024

Fullstack Rust Minesweeper Web App
[🔗 https://mines.hansbaker.com](https://mines.hansbaker.com)

Minesweeper client with backend game engine, multiplayer support, login via OAuth2, replays w/ analysis, and personal statistics. Inspired by monkeytype.com, and my addiction to logic-based games.

Built with Rust, Leptos, Axum, and TailwindCSS.

Containerized, deployed to Fly.io, and protected by Cloudflare.