

Bradford Baris

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FULL STACK SOFTWARE ENGINEER / VERSATILIST

I built my first website in 1995 during the HTML1 era, and have been following the evolution of the internet ever since. In school, I pursued a duality of art & tech, and have a classical background in both software engineering and graphic design. Nowadays, I am more technically-focused, delving into cloud infrastructure, dataops, cybersecurity, and solution architecture. Recently, I attended **DevLeague** (full-stack node.js bootcamp) in 2015, **AWS re:Invent** 2018, and **JSConfHI** 2020.

PROFESSIONAL EXPERIENCE



BRADBARIS



@BRADBARIS



BRADBARIS



BRADBARIS.COM

HART

Computer Programmer
2018 - 2020

Brought in to diagnose, fix, and migrate enterprise software IT systems for the Honolulu Rail project, the city's largest civil infrastructure project in history. Performed Oracle and SharePoint system administration, BI reporting, dataops and ETL, process scripting (PL/SQL, PowerShell, Bash) business process evaluation, end user support, data remediation, forensics work.

Superb Internet

Full Stack Developer
2017 - 2018

Developed and launched internal portal redesign in three months, a project which had been in limbo for two years prior. Implemented new features for a cloud/datacenter (IaaS) product in PHP, improved server performance, worked on system integration, checkout/payment flows, security and compliance audits, marketing ads, graphic design, customer support, and more.

Chaminade University

Email & Web Developer
2016 - 2017

First hire in new comms office. Created official marketing email operation, from cloud provisioning to workflow, design, develop, deployment, and data analytics, presenting results to senior executive management. Worked on Drupal sites hosted on Drupal Cloud (Acquia), and internal WordPress sites. Spearheaded efforts to improve cross-departmental cooperation.

DTL

Developer & Designer
2015 - 2016

First technical hire in marketing startup within an architecture firm. Performed web development for various clients and projects (Drupal/WordPress), did miscellaneous graphic design and marketing collateral, AWS system administration and security.

University of Hawai'i College of Natural Sciences

Graphic Designer
2013 - 2015

90% remote position, despite residing a mile away. Worked on marketing collateral for each of the departments (i.e. Physics, Math, Biology, Botany, et al), graduate programs, and events; including branding assets, annual reports, emails and brochures, photography assignments, etc.

JBPHH Navy MWR

Visual Info. Specialist
2011 - 2013

Involved in all stages of production of Great Life Hawai'i Magazine, from photography to designing ads & magazine, print/web marketing collateral, commercial-scale proofing and printing at the in-house printshop. Worked on special projects for internal JBPHH clients.

アロハ・ストリート (Aloha Street Magazine)

Lead Graphic Designer
2010 - 2011

Handled international migration of print operations and overhauled production process of Aloha Street Magazine— as a result, business was able to publish monthly instead of quarterly. Took the helm of many things, from designing print collateral and client ads (300+), to vendor interfacing and on-sites to interviewing/training staff.

University of Hawai'i Honors Program

Developer & Designer
2006 - 2009

Designed brand identity system for the Undergraduate Honors Program, and developed the department's websites. Also created office signage and wayfinding and marketing for their new office. Sites built with ASP Classic and MS Access as database, as per technical requirements.

County of Kaua'i Dept of Finance, R&D

Programmer
2004 - 2004

Automated the data backup and migration process of AS/400 mainframes. Project was expected to take a few months, but I used VBA scripts and macros to finish it in days. Spent the rest of my internship there assisting IT with workstation setup/deployment and user support.

HACKATHON AWARDS

AT&T Hackathon 2018 "Best UI/UX/Design"

Created a geolocation-based facts app for public artworks named ART&FACT (Artifact), using React Native (Expo).

AT&T Hackathon 2017

"Most Technically Challenging"

Created a PoC RFID-based payment card system to unify multiple public transport systems, using actual hardware.

AT&T Hackathon 2016

Grand Prize & Harman-Kardon

My team created an IoT project management app with realtime updates and audio cues, which won two categories.

AT&T Hackathon 2015 "Best UI/UX/Design"

My team worked on a Waze clone, visualizing island traffic data with an interactive map.

NASA Space Apps 2016 Honolulu - "Best Overall", Global Nomination

Worked on an all-star team with staff from HIMB and NOAA and the Hawaiian community to produce a data-driven outreach project highlighting the global coral bleaching issue, and its local ecological effects.