

PHILL AELONY | Software Engineer

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Legendary Code Sorcerer / Vanquisher of Bugs / Builder of Dreams

Battle tested Senior Full Stack Engineer with 6+ years of experience building epic, scalable applications. Frontend expert with solid backend experience and always seeking to learn and level up. Proven track record of delivering high-quality code across a variety of tech stacks while quickly adapting to new situations. The engineer who genuinely likes working cross-functionally and creating good team dynamics.

SKILLS

TECHNICAL: JavaScript | Typescript | HTML | CSS | React | React Native | Redux | ThreeJS | RESTful APIs | Web and Mobile Accessibility | Tailwind | Node.js | SQL | NoSQL | Git/Github/Bitbucket | Figma | Cursor | Claude Code | Postman | Docker

PROFESSIONAL: Software Engineering | Software Development Life Cycle (SDLC) | Systems Architecture | Full-Stack Development & SOA | Game Development | Testing and Automation | Responsive Design | Data Structures | Cloud Computing | Prompt Engineering | Agile Methodologies | Cross-functional Collaboration | Attention to Detail | Excellent Communication Skills | Leadership

OTHER: Guitar | Music Composition & Production | Cooking | Fitness/Nutrition | Spanish (conversational)

PROFESSIONAL EXPERIENCE

Senior Software Engineer II | TimelyCare ♦ *React / React Native / Typescript / Microservices / Full Stack Engineering* Feb 2023 – Present

- Architected and engineered full-stack solutions with ReactJS, React Native, Typescript, NodeJS, AWS, Microservices/APIs.
- Built a filterable, event driven live data report dashboard w/ SNS/SQS, SQL, NodeJS, React, Typescript enabling sales team to land multiple large clients.
- Implemented unit and integration tests, reducing post-release bugs by 50% using Vitest, Playwright, Detox.
- Achieved perfect VPAT accessibility score, setting benchmark for the most accessible telehealth software in the industry.
- Highly effective cross-functional collaboration with design and product resulting in company goals being met ahead of schedule.
- Mentored new engineers, helped with onboarding, ensured people felt welcome and supported resulting in a stronger and more effective team.

Software Engineer | Sessions ♦ *React / React Native / Typescript / Tailwind / MobX State Tree / StoryBook / Jest / NodeJS* Jul 2022 – Dec 2022

- Built/maintained component library with React, React Native, Typescript, MobX State Tree, Tailwind.
- Wrote unit and integration tests with Jest and React Testing Library to ensure software reliability and stability.
- Collaborated with backend engineers to architect/build solutions with NodeJS, APIs, Microservices, AWS.
- Developed and launched key platform features, connecting 130K musicians with 1.7M fans and driving user acquisition.

Front End Developer | Designit/Microsoft ♦ *C# / .NET / HTML / CSS / Javascript / Git / Figma* Mar 2021 – Jul 2022

- Built and maintained critical Azure product pages during 50% YoY growth, contributing to \$60B+ annual intelligent cloud revenue.
- Rapidly gained proficiency in C#, ASP.NET MVC, and CSHTML, expediting delivery of crucial backend-integrated features.
- Converted complex Figma designs into responsive, accessible web components, ensuring pixel-perfect implementation.
- Mentored new team members, conducted code reviews, and optimized processes, boosting team velocity by 25% in 3 months.

Freelance Developer | www.phillcodes.com ♦ *React / Typescript / Tailwind / NextJS / Vercel / AWS / HTML Canvas* Dec 2018 – Dec 2020

- Developed diverse web applications, focusing on modern technologies like TypeScript, React, Redux, Tailwind, and Next.js.
- Implemented CI/CD pipelines on AWS, improving deployment speed/reliability while ensuring scalability and performance.
- Designed and engineered interactive features including a Twilio-integrated chatbot, enhancing user engagement across projects.
- Built custom particle effects engine using HTML Canvas and JavaScript, elevating website aesthetics and increasing engagement.

Guitarist/Composer | The Funky Knuckles/Strange Loop Games Apr 1998 – Present

- Composed adaptive music for award-winning game ECO, contributing to acclaim and success (\$7.1M revenue, 314K units sold).
- Collaborated with audio and software engineers to integrate adaptive music into complex 3D game environments.
- Produced/Performed on Meta-Musica – an album that reached #1 on the iTunes jazz charts, increasing fanbase by 10x globally.

EDUCATION & CERTIFICATIONS

MongoDB – The Complete Developer's Guide 2024 / Full-stack Web-Development Certificate | Udemy

The Ultimate Redux Course | Code with Mosh

Bachelor of Arts in Jazz Studies | University of North Texas – Denton, TX