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OBJECTIVE: Do something amazing

EMPLOYMENT

Senior Software Engineer, Beam Dental

2018 - Present

At Beam I help develop a Rails/React app that manages insurance accounts, adjudicates claims, and assists our sales teams with contract bids. I mentor and pair with junior developers in our "onboarding buddy" program, to help them learn Beam's codebase, tech stack, and suite of services. I perform community outreach for Beam by speaking at tech meetups, teaching basic software writing at local middle schools, and hosting high school students in the office for software writing interim week projects. I also conduct "Lunch & Learn" talks about software design concerns to interested Beam staff.

Software Engineer, Mutually Human

2016 - 2018

At Mutually Human, I consulted with clients who had software development needs. The work was equal parts writing code, and teaching developers from the client or competing consultancies to write better code. My work there spanned mobile apps, Rails, Postgres, Ember, Angular, Mongo, and Java.

Senior Software Developer, Updox

2014 - 2016

At Updox, I helped develop an Angular/Java web app for managing secure messages sent between health care providers and patients, virtual faxing, integration with EMR systems, payment processing, and appointment scheduling/reminders.

Software Developer, American Electric Power

2003 - 2014

At AEP, I developed and supported enterprise data translation/delivery services in a mix of platforms and languages. In my decade-long tenure, I worked with most systems and groups in the company (HR, billing, energy trading, supply chain, remittance, etc.)

VOLUNTEER WORK

Coding Club Instructor, Graham Expeditionary Middle School

2018 - Present

In the 2017/2018 school year at GEMS, I conducted a pair of classes on basic software writing. The first class ran through the Code.org Physical Computing unit using Adafruit Circuit Playground hardware (thanks Mutually Human for the donation!), and in the second we built a choose-your-own adventure engine so the class could script their own adventure stories.

In 2018/2019, I conducted a class on pixel graphics for old-school video games, where the students learned about spritesheet animations, and replaced block graphics in games with art they created.

Some of my work in these clubs is documented on appsbykids.org

Mentor, freeCodeCamp

2016 - 2018

I was briefly an admin for the Columbus chapter of freeCodeCamp, a software development bootcamp, and organized their first pair of meetups at a local library. Once the group matured, I gave up my admin role, and met with them monthly at the Mutually Human office when I worked there. I give occasional talks to them on topics like asynchronous programming and regular expressions, and I have mentored a few members and helped them find jobs as junior software developers.

Campus Instructor, Girls Who Code

June 2017

(Technically this was a paid position, but I think of it as volunteer work.) At Girls Who Code, I took a vacation from my day job, and conducted a two-week introductory software development class for middle school girls using MIT's "Scratch" language, at the University of Minnesota. The girls finished two socially progressive game projects, met local women in tech academia and industry, and taught me how to be a better advocate against sexism.

Computer Instructor, Clintonville Academy

2016 - 2017

I ran a weekly after school club at CA, teaching 14 middle school students (including one of my daughters) some beginning computer science, and game design concerns. We covered rotoscoping, fractals, the Logo turtle-graphics language, a little bit of IoT (ask me about the "grape piano"), and sound mixing.

Mentor, Syntero

2003 - 2010

At Syntero (then called Northwest Counseling), I was placed with an at-risk young man when he was 14, and mentored him until he turned 21. For that work, I received a "Commended Mentor" award in January 2007 from the Mentoring Center of Central Ohio.
