Sam Mauldin

Full-Stack Engineer
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I'm a full-stack engineer adept at diagnosing and debugging complex issues and with deep curiosity about diving into different parts of the stack.

Skills

Experienced in TypeScript, React, React Native, and PostgreSQL, with working knowledge of Ruby on Rails. Experience managing CI/CD pipelines and production infrastructure with Terraform, AWS, and GCP.

Work Experience

Senior Full-Stack Engineer   Karuna Health in San Francisco, Remote   Aug, 2020 – Current

- Became the go-to resource for infrastructure needs via Terraform & AWS, bringing large parts of existing infrastructure into source control, owning greenfield projects, and establishing processes utilizing best practices
- Started working on Ruby on Rails for the first time, providing meaningful code review, contributing to complex bug fixes, and owning new feature development within weeks

Front-end Engineer   Karuna Health in San Francisco, Remote   Dec, 2019 – Jul, 2020

- Spearheaded technical design, project management, and implementation for a rewrite of the mobile application in TypeScript + React Native in order to solve pain points for our customers, decreasing response latency from seconds to <200ms and reducing crashes by 90%
- Dramatically improved developer experience by creating CI/CD and tooling for a monorepo setup on the front-end, consolidating projects and eliminating unseen breaking changes caused by non-atomic changes

Founder   Fluidnode in Georgetown, Texas   Aug, 2017 – Current

- As a solo founder, I successfully built a platform allowing golf and country clubs to build their own websites, then sold to and retained 18 properties across the United States, resulting in 80k in recurring annual revenue
- With TypeScript, Heroku, PostgreSQL, and modern CSS, I increased tee-time conversions by over 60% and membership leads by over 100%, while providing over 99.99% uptime

Background Info

Education   The University of Texas at Dallas   Aug, 2019 – Dec, 2020

Completed a semester towards a B.S. in Computer Science; left to work at the intersection of tech and social impact

About Me

Outside of work, I enjoying playing the cello, spending time with my dogs, and playing video games with friends.

I've enjoyed programming since I was nine, and was drawn in by the possibility of creating mods for games like Minecraft. I've since taken an interest in web technologies and type-safe languages like Rust and TypeScript.

I've been part of a winning team for the Air Force Association's cybersecurity contest in securing Linux systems, won 3rd place at a Raspberry Pi bake-off with a digital signage project, and have contributed technical documentation to Linode.