

# THOMAS HART

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## WORK EXPERIENCE

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### Full-Stack Engineer — Redo — Draper, UT

October 2025 – Present

Designed and built the Conversion Monitor from scratch — an 8,500+ line full-stack observability system with Snowflake data pipeline, anomaly detection engine, Slack alerting with de-duplication, historical recording across 1,700+ teams, and an admin dashboard with interactive charting

Built multi-platform refund orchestration across 6 e-commerce providers (Shopify GraphQL, BigCommerce, CommentSold, Commerce Cloud with Adyen/PayPal/Opty/GlobalE) for the PP+ claims system with idempotent safeguards

Shipped an international pricing system end-to-end — price rounding engine with penny psychology, Shopify GraphQL catalog discovery handling 50+ catalogs, batch mutations, team settings UI, RPC endpoint, and automated nightly cron sync

Fixed a checkout-blocking bug directly impacting merchant revenue, plus cart token invalidation, currency label issues, and default image overhaul across all merchants

Shipped CSV export system with 29+ dynamic columns and role-based redaction, recycle dashboard (40 files), billing system improvements, and BigCommerce integration fixes

20.0 PRs/month average (Elite tier, industry median is 12.4). 60% merged same day. 86% merge rate. 23,779 lines added across 407 files

*Tech: TypeScript, React, Node.js, Bazel, MongoDB, Snowflake, Temporal, Shopify GraphQL, BigCommerce API, AWS*

### Software Engineer, Full Stack — HARTECHO LLC — Salt Lake City, UT May 2022 – October 2025

Led a team of 5 to build and deploy 12 custom-coded ecommerce stores with mobile load times averaging 1.2s, reducing bounce rates and improving conversions by 30%

Refactored multiple projects from Vue to Nuxt 3 and migrated hosting from AWS Amplify to Vercel, improving mobile page load speeds by up to 7 seconds

Owned the CI/CD pipeline and automated testing workflow for serverless scalability, saving 700+ hours of labor across projects

Integrated PayPal, Stripe, and Square payment gateways processing \$3M+ in sales, with automated abandoned cart flows boosting recovered revenue by 20%

Designed dynamic routing and metadata injection system that increased organic traffic by 18% on average  
Built custom admin portals for orders, inventory, promotions, and customers — cutting client reliance on developer support by over 80%

*Tech: TypeScript, Vue, Nuxt 3, React, Next.js, Node.js, Python, MongoDB, PostgreSQL, Redis, Docker, AWS, GCP, Vercel, GitHub Actions*

### Junior Software Engineer — Brigham Young University — Provo, UT April 2020 – April 2022

Led a team of 4 to design and implement 100+ NPC behaviors and mechanics, contributing to a 5th place ranking in the Rookie's international video game competition

Managed SVN branching and merging using TortoiseSVN across a 50+ student multi-developer environment

Debugged and maintained 30,000+ lines of legacy C++ code

*Tech: C++, C, Unreal Engine, Blueprint, TortoiseSVN*

## EDUCATION

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**Brigham Young University — Bachelor of Science in Computer Science** *Graduated August 2022*

Minor in Business Management

5th place — Rookie's International Video Game Competition

## TECHNICAL SKILLS

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**LANGUAGES:** TypeScript, JavaScript, Python, C++, Java, SQL, HTML, CSS

**BACKEND:** Node.js, Express, REST APIs, tRPC, Temporal, WebSockets, AWS Lambda, GCP Cloud Functions

**INFRASTRUCTURE:** Docker, Bazel, GitHub Actions, Vercel, AWS (S3, Lambda, CloudFront), GCP, Cloudflare R2

**FRONTEND:** React, Next.js, Vue 3, Nuxt 3, Tailwind CSS, Three.js, D3.js, Framer Motion

**DATABASES:** PostgreSQL, MongoDB, Redis, Snowflake, Prisma, Drizzle

**TOOLS:** Git, Stripe, PayPal, Square, Shopify GraphQL, BigCommerce API, Klaviyo, Playwright, Vitest