

Jake Broughton

FULL-STACK ENGINEER (11+ yrs)

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Bio

I'm super excited to jump into a new project. Ideally a startup.

I want to be deeply involved in its technical development, and built strong, happy, and lasting rapport with my new colleagues. I want to find something that I can really give all of myself to, and find fulfillment through hard work and high output.

I'm financially quite happy already, so salary is not the most important factor for me.

I'm a well-spoken Englishman, and I also speak French and Spanish fluently. I've been working professionally as a software engineer 11+ years, and working remotely for more than 7 years. If we work together, I'll bring not only my experience & expertise, but also enthusiasm, creative-thinking, and a genuine desire to see the project succeed.

- ★ I usually aim for 6 distraction-free hours of work per day
- ★ I'm not a fan of live coding challenges, but a test project is fine
- ★ I'd favor a hybrid position over fully-remote

AI is here! Absolutely wild. I'm fully embracing what's to come, and aiming to leverage it beyond just the increase in productivity (which I'm already seeing).

Skills

Typescript Node.js GraphQL React React Native Next.js GatsbyJS
Redux PostCSS Tailwind CI Jest Ruby Ruby on Rails MySQL Java
PHP Wordpress Bash Vim Git Docker

Portfolio

Cryptowatch

■ Typescript ■ React ■ Tailwind ■ Golang

Sep 2018 - Nov 2022

I had a lot of fun working on this project alongside a fantastic team of talented engineers. In the first year, I was really involved in general improvements to the codebase, assisted in implementing a coding style guide, and arranged regular meetings for frontend engineers. I tackled huge amounts of tech debt, revamped the CSS, advocated for the adoption of Tailwind, worked on performance optimization, and even developed backend functionality in Golang. Afterwards our attention shifted towards feature delivery. Some of the more prominent features I personally developed include the credits/payment & subscriptions system, and the utility belt.

Unfortunately, my final year at the company was less fulfilling. Our productive and driven all-star team of around 40 engineers, underwent massive disruption to to the parent company's ambitious push for growth.

 cryptowat.ch  Code for this project is private

CoinFi

■ Rails ■ JS ■ Sass ■ React ■ Tachyons

Mar 2018 - Jul 2018

I worked on the CoinFi platform for several months, cleaning up and refactoring their Rails codebase, as well as implementing the functional CSS framework Tachyons, and React via Webpacker.

Their React needs were quite unique, as some pages needed to be server-rendered, but they wanted to keep using Ruby/Rails as the app framework, so server-rendering with Node wasn't an option. My solution was to replace special tags with React components as needed, and optionally connected with the Redux store.

 coinfi.com  [coinfi](https://github.com/coinfi)

Weavenote

■ Rails ■ React ■ JS ■ Sass

Apr 2017 - Feb 2018

Weavenote allows fashion designers to login to their organization, collaboratively create projects, upload images, annotate those images, add measurements, materials, comments, instructions, and ultimately produce "tech sheets" which are PDFs to be given to clothing manufacturers.

I built this complex browser-based app over several months, using React and Rails; it's currently awaiting a little more funding to get it off the ground.

 Code for this project is private

Mythical Fish (this website)

■ React ■ Gatsby ■ Tailwind ■ GraphQL

~ 2018

For building this portfolio I decided to use Gatsby and Netlify CMS, which grants multiple benefits.

Gatsby allowed me to write React code in order to build and generate a static website which is both super-fast, and search-engine friendly. The content of this site is saved in a markdown format which is accesible to the app via GraphQL. Whenever an update is pushed (whether from the command line or via the CMS), the site rebuilds itself.

It also generates my CV as a PDF file.

Pretty neat!

 mythical.fish  mythical.fish

Shpred

■ Rails ■ React ■ PostCSS

~ 2017

A Youtube-like site I built for fun.

The frontend is built with React, Redux, PostCSS, and receives its data from a Rails API. The Rails app also provides an interface which allows the user to upload large videos, where they get transcoded into multiple qualities and formats using Amazon Elastic Transcoder, stored on S3, and finally delivered through Cloudfront to the end user.

 [shpred-api](#)  [shpred-front](#)  [shp.red](#)

Uncharted

■ Rails ■ Sass ■ HTML ■ JS

~2017

For this project, a beautiful website was designed for me to implement in any way I saw fit.

Instead of Wordpress (which I've often used in the past for projects of this type), I opted to use Rails. One might think that Rails would be overkill for a project like this, but it turned out to fit the client's needs perfectly. I made use of rails_admin, Code Mirror, and a clever implementation to quickly provide an admin interface which allows the site to be totally customized, and all of the content managed in a simple way.

The client was very happy with the implementation: editable HTML partials which can be included in pages or other partials using simple identifier tags, and an image manager which works much the same way, but provides URLs to the CDN hosted images.

 [uncharteddigital.nl](#)  Code for this project is private

Kaanjo

■ Rails ■ JS ■ HTML ■ Sass

~2016

I built Kaanjo for a client in 2016, it consists of 2 parts: the JS plugin, and the Dashboard.

The plugin is for eCommerce websites and blogs, and it renders Facebook-style reaction icons (Like, Love, etc.).

The dashboard allows website owners to sign in, and provides an overview their collected data, see which pages (or products) are being reacted to, and of course which reactions their users are having. They can create multiple campaigns, each having different parameters, and custom end-user messages and icons (uploaded or chosen from a library of icons).

 [kaanjo-app](#)  [kaanjo-plugin](#)  [kaanjo.demo.fish](#)

Public House of Art

■ Rails ■ JS ■ HTML ■ Sass ■ Spree

~ 2015 - 2016

The Public House of Art was the first big project I took on as a freelancer; I worked with them from the very beginning, and I built their entire online platform, as well as provided input on its design.

I built this website using Ruby on Rails, and Spree - the biggest, most supported ecommerce framework for Rails. Spree is rock-solid, and is totally customizable and extendable, which allowed me to create or modify features & functionality, in order to meet the client's specifications. These features included:

- ★ Ability to add & administer artists, and associate them with their product (artwork)
- ★ Their unique price-tiering system and mount options
- ★ A customized checkout flow, and a totally custom integration with a small Dutch payment gateway provider

 [phoa.demo.fish](#)  Code for this project is private