

ALEC JACOB DEITLOFF

he/him/his

TypeScript engineer focused on architecting systems and prioritizing maintainability of the codebase from the start. Tooling, DX, and DevOps are some of my guilty pleasures, though I love working with React to build elegant interfaces.



<https://github.com/ahlec>



<https://alec.deitloff.com>

RELEVANT EXPERIENCE

Verkada, San Mateo, CA

Senior Frontend Engineer

August 2018—Present

TypeScript, React

- Proposed, configured, and personally converted most of the existing codebase to TypeScript;
- Tech lead for numerous core products: video streaming, [floorplans](#), main page, video grids, i18n;
- Acted as a single person performance strike team, heavily rewriting pages to scale efficiently;
- Oversaw infrastructure including Redux, API integration, offline mode, developer tools, and SPA shell;
- Managed all DevOps needs (tooling, environment configuration, CI, deploys) for the web team;
- Wrote a complete release tool that reduced engineering effort to deploy down from 1 hour to 1 minute;
- Owned Webpack configuration, writing custom Webpack plugins and compile-time constants injection;
- Gave numerous tech talks (memoization, React rendering pipeline, concepts for successful localization).

Sledgehammer Games, Foster City, CA

Associate UI Engineer – Call of Duty: WWII (PS4, XB1, PC)

September 2015—July 2018

Lua, C++, C#

- Contributed to menus, HUDs, and other associated UI for a AAA game released on three platforms;
- Rewrote, iterated, and maintained a WYSIWYG UI editor that allowed non-engineers to design menus;
- Wrote extensive documentation for internal tools/processes and drafted our Lua coding standards.

Gameloft, New York, NY

Online Game Programmer – Spider-Man Unlimited (iOS, Android)

January—July 2015

C++, C#

- Maintained the client-server connection and synchronization for a game with over 700,000 daily players;
- Ensured advertisements remained consistent across platforms and expanded customizability;
- Redesigned the internal tool for publishing game events and configuring all online game properties.

FTI Consulting, Pittsburgh, PA

Research and Development Intern

June 2013—August 2014 (summers)

CSS, Ext JS/jQuery, ASP.Net, MSSQL

- Assisted with the modernization of user, group, and privacy management of the e-Discovery platform;
- Prototyped interface for management of asynchronous, user-queued background jobs;
- Expanded in-house developer's tool used for Agile project management.

PROGRAMMING PROJECTS

助数詞を練習!! (<https://jyosuushi.com>)

Study tool and research project for Japanese counting words

March 2019—Present

TypeScript, React, GraphQL

- Built and maintain web app + server that allow for studying and quizzing oneself on [Japanese counters](#);
- Meticulously implemented Japanese grammar rules into code to allow conjugating arbitrary numbers and non-irregular counters in proper Japanese;
- Constructed a complex Markdown pipeline (along with custom syntax) to validate and transform Markdown into JSX at compile time;
- Without data sets available, worked for hundreds of hours on research about Japanese in Japanese and compiled info into digestible notes, bringing some information to English for the first time.

Phil (<https://github.com/ahlec/Phil>)

Discord chatbot for managing fandom servers

September 2017—April 2022

TypeScript, PostgreSQL

- Chatbot to post daily writing prompts, monitor calendars/birthdays, manage roles, and more;
- Integrated entire Discord API abstractly, allowing for swapping JavaScript API libraries painlessly;
- Abstract and powerful in-bot support for cron jobs, admin commands, and complex multi-message user flows.

EDUCATION

University of Pittsburgh, Pittsburgh, PA

Bachelor of Sciences in **Computer Science** (Minor: **German Studies**)

December 2014

GPA: **3.655**