TESSA LOVELACE

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WORK HISTORY

ASSORTED.TECH/LOVELACE

Consulting
2004 - present

Principle Engineer

Complete remediation of client downtime concerns through infrastructure-as-code, distributed database pools and multi-tiered backups capable of performing through simultaneous Google, Amazon, and Microsoft outages.

Refactoring & validation of extremely low latency dialup-capable employee management system.

This role highlights globally-scoped awareness of information security and disaster recovery realities.

Red Thread Games
Feb 2016 - Dec 2017

Founder and CTO

Inventing and building themed electronics puzzle games, winning awards for both presentation and mechanics.

Created gamified technical hiring processes with evaluation metrics foundational in long-term success.

Recieved overwhelmingly positive feedback from clients like Intel and Nike for our puzzle-based corporate team-building experiences.

This role honed my ability to inspire progress towards strategic goals with fun and games.

Oregon Catholic Press
Jun 2013 - Nov 2016

Developer / Analyst II + DevOps

Eliminated manual renewal for 100+ internally visible development and staging sandboxes, saving 3-10 days quarterly per developer.

Saved 3000+ development & QA hours yearly by reducing deployment time for 5-20 member cross-departmental groups from ~3 days to one-click.

Eliminated weekly 18 hour database editing freeze for 100+ employees by multithreading data ingestion process.

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This experience highlights QA automation and optimization gains within a multi-team environment.

Planet Beast Gaming
2011 - 2016

Technical Lead + Sysadmin

Created automated deployment server cluster with custom client & mods for 10-20 staff and 3-6k users per month (20-200 concurrent users), achieving top 5 community ranking for novel game designs and exceptional player experience.

Continuous integration of feedback from hundreds of staff and player volunteers while building software, cultivating community trust and protecting digital spaces.

This experience demonstrates competency mentoring and coordinating remote-first teams while creating high availability distributed systems and build pipelines.

SKILLS

Analytics	●●●●●●●○○○
Documentation	●●●●●●●●○○
APIs	●●●●●●●○○○
Dev / Sec / Ops	●●●●●●●●●○
Graphics	●●●○○○○○○○
Refactoring	●●●●●●●●○○
Team Facilitation	●●●●●●●○○○
Mobile Apps	●●●●●●●○○○
Threat Modelling	●●●●●●○○○○
Audit Planning	●●●●●●●●○○
Mentoring	●●●●●●●●●○
Data Management	●●●●●○○○○○
Microcontrollers	●●●●●●●○○○
High Availability	●●●●●●●●●○
Blockchain	●●○○○○○○○○

EDUCATION

Portland State University 2020
Software Engineering

Corban University 2010
Business Information Systems

Cedarville University 2008
Mechanical Engineering

BIO

A nonbinary parent of three, I'm happiest when wandering through the woods hunting mushrooms with my spouse.

As a neurodivergent person with autism-spectrum children, I value people-oriented solutions that prioritize the accessability needs and accommodations of my famly and my teams.

When I'm not convincing poisoned silicon to sing, you can find me running our dogs around the family farm, smithing a chunk of metal at the forge, or tucked into a comfortable corner reading something on management cybernetics or distributed computing.