

# Logan Koester

Bangkok or Remote  
logan@logankoester.com  
http://logankoester.com

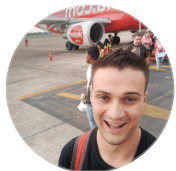
I am an American software developer living in Southeast Asia. I have more than 10 years of experience in full-stack web development. I'm looking to work with highly effective remote teams who share my passion for crafting high-quality software and unceremoniously getting things done.

## Highlights

- Programming in JavaScript/React, Ruby, Rust, Clojure, HTML/CSS, and more
- Particularly enjoys building single-page applications and microservices using React and GraphQL
- Designed and operated distributed systems using Chef, Docker Swarm, Consul, Vault, NGINX, HAProxy
- Can create attractive frontend designs and effective user experiences (Figma, Tailwind, Next.js, etc)
- Production experience with PostgreSQL, MySQL, MongoDB and Redis databases
- Previously developed Rails applications that scaled to thousands of concurrent users

## Technical Skills

Node	8+ years	Expert	React	5+ years	Experienced
Ruby on Rails	11+ years	Expert	GraphQL	1+ years	Experienced
Rust	1+ years	Entry level	Docker	2+ years	Expert
Linux	12+ years	Expert	Chef	4+ years	Expert
MongoDB	5+ years	Experienced	CI/CD	5+ years	Expert
Git	11+ years	Expert	Consul	2+ years	Intermediate
Clojure	1+ years	Entry level	Prometheus	1+ years	Entry level



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## Experience

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### Independent Consultant

Self-employed

Jan 2021 - Present

*Qt Ruby Ruby on Rails GameDev Rust  
Docker Waypoint Traefik*

Developed the website, release pipeline and registry API for a package management tool. Worked on a marketplace for digital products with payments and license key validation. Implemented a tile map renderer for a game engine. Built a Qt5 desktop application and plugin system. Created an interactive learning platform for programming lessons.

This year felt like a good time to take a step back, recharge and see what I could learn from working on a less familiar kind of software project. I created and contributed various tools and resources to support a growing indie game development community.



### Short Contract

Happily

Jan 2021 - Apr 2021

*Tailwind Next.js React MDX  
Contentful Storybook*

I worked with the founders to develop a static site managed through a headless CMS.

Happily is a global events company that represents the work of over 50,000 independent event specialists.



### Software Developer

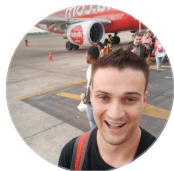
TruCentive

Apr 2019 - Dec 2020

*Ruby on Rails React PostgreSQL  
Redis*

I was initially hired as a contract engineer tasked with adding a point-and-click design tool to an existing Rails application. As the product matured, I became responsible for many sections of the customer portal, where I advocated for component-driven UI development, created a safe and efficient data API, and introduced a novel method for progressively adding React features to traditional Rails views.

Later, I worked closely with the CTO to design and implement key backend systems that allowed the company to pivot from an enterprise sales strategy to a SaaS model. During this time I created a robust subscription billing and double-entry accounting system, and worked to improve the onboarding / first-run user experience.

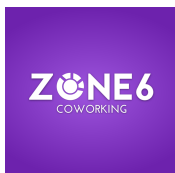


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## Experience

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### Cofounder zone6 Coworking

Aug 2018 - May 2020  
*Entrepreneur Web Design Networking  
Marketing Small Business*

My partner and I created zone6 Coworking, a friendly and relaxed 24-hour community workspace for entrepreneurs, remote workers, hosting meetups and events.

zone6 Coworking opened its first Bangkok coworking space in 2018 and briefly expanded to a second location before we were forced to suspend operations in response to the 2020 global pandemic. The business has partially reopened under an agreement with another brand.



### Founder & Director of Product Development Hotelevate

Feb 2018 - Mar 2019  
*JavaScript Node React Cucumber  
GraphQL MongoDB*

I designed and implemented a domain-specific CMS, WYSIWYG page designer, reservation engine, subscription billing system, customer dashboard and market research tools using React, Node, GraphQL, and MongoDB.

Hotelevate helps independent hotels take control of their online presence with an easy to use content management system, reservation engine and online payment platform.

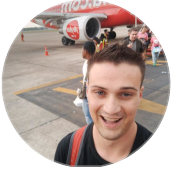


### Contract Engineer DanceSafe

Nov 2014 - Jul 2018  
*WooCommerce PHP Docker Chef  
Consul React Meteor GitLab CI  
MySQL*

As the primary technical member of staff, I lead numerous development projects, designed and implemented a private cloud, supported ecommerce applications and advocated engineering best practices internally.

DanceSafe is a nonprofit public health organization promoting health and safety within the nightlife and electronic music community. DanceSafe was founded in 1998 and has grown to 17+ chapters in cities across North America.



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### Senior Software Engineer Major League Gaming

Jan 2011 - Feb 2013  
*Ruby on Rails RSpec Redis MySQL  
Backbone.js REST jQuery Chef*

I spearheaded a project to create the ultimate tournament platform for Starcraft II. The free service featured a number of key innovations such as automated score reporting, anti-cheat and anti-smurf protections, integration with Blizzard's Battle.net service, a flexible tournament seed & bracketing system as well as a developer API.

The application was built using Rails 3, Backbone.JS, MySQL and Redis. We overcame a variety of interesting challenges such as a highly burst-driven scaling profile, reverse-engineering the Starcraft II game files, constantly evolving tournament rules, and providing on-call technical support across many languages & timezones.

Major League Gaming is the world's largest eSports organization with millions of live viewers, fans and competitors around the globe.



### Software Engineer Agora Games

*Ruby on Rails JavaScript Backbone.js  
ZURB Foundation REST*

I worked on a refresh of the dashboard for their flagship product. My work involved integrating a new Rails 3 application with their Python-driven backend service, creating and optimizing a responsive design using ZURB Foundation 3, and implementing a Backbone.js client-side application.

I also created various internal utilities so the team can easily explore application state, quickly assist customers and detect performance regressions before they are deployed.

Agora Games is a video game development company that works with game developers to build online features and web-based communities for video games.