

Russell N. Transue

PRINCIPAL SOFTWARE ENGINEER • PRODUCT • DESIGN

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Principal engineer who designs, builds, and ships enterprise software end to end, from UX elicitation and Figma mockups to production frontend architecture, with 13+ years across engineering, product, and team leadership.

SKILLS

AREAS	Frontend Engineering, Fullstack Engineering, Engineering Management, Product Management, UX Design
LANGUAGES	TypeScript, JavaScript, C#, HTML, LESS, SQL
FRAMEWORKS	Vue, SpreadJS, Node.js, ASP.NET, powerbi-client, Mapbox GL, Highcharts
TOOLS	Azure, Claude / Claude Code, ChatGPT, Webpack, Vite, Git, VS Code, Visual Studio, Jira, Notion, Figma, Photoshop

EXPERIENCE

RiverLogic Inc

REDMOND, WA • 2015 TO PRESENT

Principal Software Engineer, Product Manager & Designer

Sep 2023 to Present

- ◆ Designing and building an AI Chat offering to supplement enterprise BI software (VCO | EO).
- ◆ Using Claude Code to maintain and expand a legacy codebase; strategizing and executing its conversion from KnockoutJS to Vue.
- ◆ Running UX elicitations, producing high-fidelity Figma designs, and writing & prioritizing work in Jira.
- ◆ Interviewing candidates, creating training materials, and mentoring new hires; driving cross-team collaboration and product consistency.
- ◆ Writing technical design specifications and release notes in Notion; reviewing pull requests in Azure DevOps.

Principal Software Engineer

Sep 2017 to Aug 2023

- ◆ Built enterprise BI software (EO+) on Azure with ASP.NET and KnockoutJS, using TypeScript, LESS and HTML for data grids, animated displays and icons.
- ◆ Managed a front-end engineering team based in Shanghai with technical documentation and delivery timelines.
- ◆ Architected the EO+ front end using the Flux pattern into reusable components to reduce maintenance cost at scale.

Senior Software Engineer

Jul 2015 to Aug 2017

- ◆ Integrated Microsoft Power BI's embedded REST API to add data visualizations to the application.
- ◆ Used MVC (backend) and MVVM (frontend) for separation of concerns; built a REST API for client/server data synchronization.
- ◆ Followed Agile development practices to keep communication fast and focused.

TIBCO Software

REDMOND, WA • MAY 2013 TO JAN 2015

Software Engineer

- ◆ Developed and shipped enterprise BI software (Spotfire Metrics) using KnockoutJS for dynamic UIs with automatic refresh and data syncing.
- ◆ Worked with Spotfire developers in Gothenburg, Sweden to design and implement a REST API data connection for profiling data from many sources.
- ◆ Designed and implemented data connections to Google Sheets, Excel, Salesforce, and LinkedIn.
- ◆ Consulted for Microsoft and HTC, maintaining SharePoint-based corporate intranet systems.

OpenTech Solutions

BELLEVUE, WA · MAR 2015 TO JUN 2015

Project Manager

- ♦ Managed two junior developers, delegating tasks and assisting with development; wrote requirements and estimated timelines.
- ♦ Built a DataTables.js web UI saving toothbrush-study user-testing data to SQL for Philips Healthcare; reported weekly progress to the customer.

KP Corporation

RENTON, WA · SEP 2012 TO APR 2013

Application Developer

- ♦ Built Visual Basic applications to expedite sales data entry, mass-emailing, and print imposition.
- ♦ Built tools used by Microsoft to track the success of Windows Phone and Surface promotions.

Harvey Mudd College

CLAREMONT, CA · 2011 TO 2012

Senior Game Programmer, Art Director & Manager

May 2011 to Dec 2012

- ♦ Designed and built an educational game from scratch teaching students about social and political rule-making for a political-studies professor.
- ♦ Managed a team of five, coordinating workflow between artists and coders (ActionScript & XML, PushButton Engine, Flash Builder).

Microsoft Research Clinic

Aug 2011 to May 2012

- ♦ Designed a stroke-rehabilitation game for the Microsoft Surface in C# on a team of four for Microsoft Research.
- ♦ Coordinated user testing with stroke patients and presented the work at the CHI conference in Paris (2013).

EDUCATION

B.S. Computer Science · Harvey Mudd College, Claremont, CA

2012