

Lance Simmons • Software Engineer

lancehowardsimmons@gmail.com • 205-218-2121 • Philadelphia, PA
github.com/lancehsimmons • lancesimmons.fyi

I'm a full-stack software engineer who enjoys seeing a project all the way through, connecting the dots from server architecture to client mechanics and into visual design. I'm both a technical and creative individual. I find joy in the full range of my work, from experimentation to method. As a strong written and verbal communicator I'm particularly enthusiastic about the possibilities unlocked by generative AI.

EXPERIENCE

Shrug Private Press — Software Engineer June 2026 – Present

- Full end-to-end design using React and Node/Express API including catalogue browsing with media samples, secure purchase downloads, and admin panel with content management for releases, blogs, and orders
- SQLite stock management with guardrails against overselling
- Media storage utilizing Cloudflare R2 - split buckets for public content and purchased media utilizing signed-URL delivery gated on purchase completion
- Integrated Paypal Orders v2 purchase flow with separate create and capture end points through checkout and secure post-purchase download.

Audioeye — Software Engineer April 2022 – June 2026

- Diagnosed front-end bugs across live production websites, tracing issues through DOM structure and rendered behavior to root cause.
- Wrote JavaScript/Typescript fixes against unfamiliar third-party codebases.
- Identified common issues in shared client templates that cascaded across multiple production sites.
- Translated ambiguous bug reports from technical and non-technical users into reproducible fixes, following up directly on vague or mis-identified reports.
- Applied W3C and WCAG standards throughout, and authored source-feedback reports for issues with no viable in-tool fix.
- Collaborated with teammates to identify and report bugs in internal platforms and tooling.

Current Designs — Support Engineer January 2010 – March 2020

- Provided broad technical support: request management, repairs, firmware updates, and troubleshooting.
- Tracked hardware and firmware bugs through to resolution.
- Managed quality control across all stock and customer orders.

EDUCATION & SKILLS

General Assembly — Software Engineering Immersive 2021

Certificate of Completion, Software Engineering

Savannah College of Art and Design 1998 – 2002

BA, Sequential Art — Savannah, GA

Frameworks & Libraries: React, Node.js/Express, jQuery, Ruby on Rails

Data: SQLite, PostgreSQL

Tools & Practices: Claude Code and AI-assisted software development, Git, GitHub, Jira

RELATED INTERESTS

I'm obsessed with Experimental and Computer Music and maintain a rich creative practice coding my own music and sound experiments in the Supercollider platform.