

Travis Harris

PRINCIPAL SOFTWARE ENGINEERING MANAGER

+1(425)633-9975 | travis@travish.me | [hartra344](https://github.com/hartra344) | [in travis-harris](https://www.linkedin.com/in/travis-harris) | [@hartra34](https://twitter.com/hartra34)

Work Experience

Microsoft Corporation

Redmond, WA

PRINCIPAL SOFTWARE ENGINEERING MANAGER · AZURE LOGIC APPS

June 2021 - Present

- Lead a team of 8 engineers in the development of Azure Logic Apps UX
 - Began with a small team of two and ran the hiring process to fill out the rest of the team
- Lead work stream to completely rework the Logic Apps UI to meet performance and usability requirements
 - Early results show large gains in initial loading performance as well as scalability when workflows get larger. The original UI would begin to fail at around 50 action workflows. We have tested the new architecture to support over 500 action workflows with ease.
- Lead work stream to build an entire new experience for mapping data schema in Logic Apps. This work empowered us to migrate on-prem Biztalk users to the cloud.
- Worked with Power Automate team to unify our user experiences
 - Worked with teams across organizations to figure out commonality and requirements
 - Worked closely to make sure throughout the process that we kept all requirements in mind during both design and implementation
 - Built the new UI as a common library that can be plugged into any surface and extended.

Facebook Inc

Seattle, WA

SOFTWARE ENGINEER ·

June 2019 - June 2021

- Built end to end diagnostics service for Commerce Catlog uploads
- Lead the building and release of the Facebook Gaming standalone app
- Built out iOS support in gaming for users to have non-real identities when participating in live streams
- Lead work stream to unify code bases for Facebook Gaming's Web and Mobile surfaces

Microsoft Corporation

Redmond, WA

SENIOR SOFTWARE ENGINEER · AZURE APP SERVICE/AZURE FUNCTIONS

Aug. 2018 - June 2019

- Leading the migration of portal architecture from an internal frameworks to React and open source tooling with a system built to last through the changing demands of the service
- Built out and owned multiple feature areas of the Azure App Service user experience including deployment center, application configuration, azure functions editor, and easy authentication
- Setup systems for scalability and distribution for our portal handling millions of hits per day
- Lead efforts to optimize the full app service experience from server to front end to meet strict performance goals
- Championed accessibility efforts on our team, allowing us to be ahead of Microsoft's strict accessibility standards

Redmond, WA

SOFTWARE ENGINEER · AZURE APP SERVICE/AZURE FUNCTIONS

Jan. 2014 - Aug. 2018

- Designed, developed and innovated the new app creation experience that allows for easy, low risk additions of new scenarios and allows us to keep a 99% success rate for new creations. Developed the framework used by many Azure teams in production today
- Built the initial user experience for App Service Environments from ground up. App Service Environments are current the most profitable Azure App Service SKU
- Created the first Microsoft owned Azure Mobile App aimed at helping customers to quickly troubleshoot issues from their App Services
- Worked with ClearDB to develop an experience for ClearDB MySQL databases in the Azure portal
- Designed and developed the data pipelines and monitoring solutions for the Azure App Service team to make critical data driven business decisions
- Developed Alerts for the App service team that triggered based on holistic data collected from monitoring logs allowing us to have predictive protection for production services
- Helped design and build the azure functions serverless user experience

Redmond, WA

SOFTWARE ENGINEERING INTERN · AZURE APP SERVICE

May. 2013 - Aug. 2016

- Designed and developed a tool for on-premise customers to continuously test the health of their Azure Websites on-premise systems

Education

University of Kentucky

Lexington, Ky

B.S. IN COMPUTER SCIENCE

Aug. 2009 - Dec. 2013