

Albert "AJ" Snow

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Technical Experience

Languages: Java, Clojure, PHP, C#, JavaScript, Rust, Python, C++

Tools/Frameworks/Libraries: Spring Boot, JUnit, H2, MySQL, MongoDB, Docker, Kubernetes, GCP, Node.js, Express, React, Git, PostgreSQL

Skills: SDLC, Software Architecture, Database Design, OOP, MVC, API/REST, CI/CD, ETL, Functional Programming, Microservices, Software Testing, DevOps, Polygot, Agile, Self-Motivated

Work Experience

Back-End Engineer

April 2022 - June 2023

Peerspace

- Independently developed new feature sets in several Clojure and JS (Node.js + Express) microservice web applications
- Led team initiatives to implement requested features for top clients
 - For example, calendar sync, resulting in 30% initial adoption and positive post-release feedback via CX team
- Designed endpoint communication between services by leveraging two primary communication protocols
 - Client calls were handled through REST APIs
 - Async calls leveraged GCP's event-driven Pub/Sub architecture
- Deployed and maintained versioned software services via CI/CD pipelines with Kubernetes and Docker
- Collaborated with teammates and stakeholders to translate and scope features into technical design stories
- Initiated new company procedures to refine and increase development productivity (e.g. tests, dev configs)
- Optimized, refined, and standardized database schemas to accommodate new feature development
- Cut business expenses by leveraging advanced problem-solving techniques to identify and debug software faults

Software Engineer 2

June 2019 - March 2022

Paycom

- Developed full-stack features for existing software services; extending backend APIs and writing user-facing scripts
 - Software utilized MVC style framework and OOP design architecture
- Adhered to procedures and software regulations (ISO 9001:2015, SOX, PII)
- Lead initiative to design a new core feature on our team that added ability to customize *all* fields on company position; widely adopted by clients after release
- Expanded various module features by adding data customization, new workflows, and new api routes
- Improved performance of modules via code optimization, resulting in runtime speeds improved by as much as 100x)
- Create DB designs based on feature requests and employ various data modeling and software design techniques
- Redesigned code from 1k lines down to 200 to improve design and readability, resulting in higher code quality and faster development time

Education

Kansas State University (2019)

Bachelor of Science in Computer Science (3.7 GPA)

Projects

Personal Website (CLJS, Fulcro)	A website using ClojureScript and the Fulcro framework for personal use
Spring Boot State Machine (Java)	Exploratory projects in spring boot; I also implemented a pattern matching feature
Order State Machine (C++)	Example CLI state machine to experiment with core ETL concepts in C++
Hotshot (CLJS)	Basic API to solve a fun math case; utilized Calva for Interactive Programming.
Game Jam Unity Project (C#)	Small game built by me in a weekend featuring lightbulb-themed puzzle platforming
Thermal Modeling (Python)	College concurrency project; helped Graduate student parallelize modeling code
Utility Functions Library	Repo for experimental code concepts meant to be transferable between languages

Open Source Contributions

Calva	Collaborated with the lead dev to squash a bug preventing windows users from quick-booting the plugin
Fulcro	Added a feature and documentation to the Fulcro template to build and deploy a production-ready uberjar