

Albert "AJ" Snow

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Technical Experience

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

Tools/Frameworks/Libraries: Node.js, Express, React, MongoDB, Docker, Spring Boot, Typescript, MySQL, GCP, Angular, Kubernetes, PostgreSQL

Skills: SDLC, Microservices, Software Architecture, Database Design, API Design, Project Modeling, Algorithm Analysis, ETL, OOP, CI/CD, Agile MVC, Functional Programming, Software Testing, DevOps, Polygot

Work Experience

Backend Engineer

2022 - 2023

Peerspace

- Operated in several Clojure and JS (Node.js + Express) microservices which utilized MongoDB storage and GCP hosting
- 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
- Facilitated communication between services via two primary communication protocols
 - * Direct calls were handled through restful APIs
 - * Async calls leveraged Google's Pub/Sub architecture; typically to persist data in time-insensitive case
- Interfaced regularly with Kubernetes and Docker systems to deploy software images for testing and software releases
- Collaborated with teammates to create and scope design documents for new and legacy features
- Enhanced and standardized development environments via various initiatives (e.g. documentation, tests, dev configs)
- Optimized, refined, and standardized MongoDB schemas to accommodate new feature development
- Debugged complex issues involving multiple over-the-wire processes across the system (e.g. when inconsistent data fired faulty events)

Software Engineer 2.5

2019 - 2022

Paycom

- Perform full stack (JS/PHP) operations, including creating a backend API and writing user-facing scripts
 - Utilized MVC style framework, OOP style design, and software was regulated (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
 - Expand various module features by adding data customization, new workflows, and new api routes
 - Push performance improvements such as code optimization, SQL aggregation, and ORM optimization (e.g. 100x speeds)
 - Create DB designs based on feature requests and employ various data modeling and software design techniques
 - Redesign the code structure in various parts of my code domain (e.g. refactoring code from 1k lines to 200)
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Education

Kansas State University (2019)

Bachelor of Science in Computer Science (3.7 GPA)

Projects

Personal Website (CLJS, Fulcro)	A personal website using ClojureScript and the Fulcro framework for personal use
Hotshot (CLJS)	Basic API to solve a fun math case; utilized Calva for Interactive Programming
Flower Website (JS/TS/CLJS)	Extra credit College assignment; wrote a website in three different JS languages
Spring Boot State Machine (Java)	Exploratory project to grok the Spring Boot framework. Uses H2 and REST API
Game Jam Unity Project (C#)	Small game built by me in a weekend featuring lightbulb-themed puzzle platforming
Modded Minesweeper (Python)	Minesweeper but I added a feature to subtract numbers based on flagging

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