

Albert "AJ" Snow

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Technical Experience

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

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

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

Work Experience

Back-End Engineer 3

April 2022 - June 2023

Peerspace

- Led team initiative to implement a calendar sync feature resulting in 30% adoption and positive feedback via CX team
- Independently developed new feature sets in several Clojure and JS (Node.js + Express) microservice web applications
- Employed REST API and event-driven asynchronous communication protocols to streamline the development process
- Eliminated downtime of versioned services via orchestration through CI/CD pipelines with Kubernetes and Docker
- Collaborated with team members 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)
- Supported new feature growth by seamlessly optimizing, refining, and standardizing schema designs in MongoDB
- Cut business expenses by leveraging advanced problem-solving techniques to identify and debug software faults

Software Engineer 2

June 2019 – March 2022

Paycom

- Led design of a new, widely adopted core feature on our team that allowed dynamic field customization
- Shipped software features in an enterprise, MVCS style framework leveraging OOP style architecture in PHP
- Adhered to software and procedural regulations (ISO 9001:2015, SOX, PII) while developing and storing sensitive data
- Enhanced software services by extending backend APIs, writing user-facing scripts, and building workflows
- Lowered client wait times by up to 100x by optimizing code, aggregating SQL queries in MySQL, and optimizing ORMs
- Innovated data storage procedures by employing data modelling and design techniques to store DB schemas
- Saved on development costs by abstracting code design, for example by refactoring code from 1000 to 200 lines

SDET Internship

June 2018 – December 2018

Xpanxion

- Collaborated to develop a prototype client project in Java while undertaking a comprehensive Java course
 - Mentored under company coworker to automate C# testing frameworks
 - Engaged in mentor-led team sprint meetings and discussed project objectives, focus, and implementation strategies
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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 pattern matching
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	Code designs that are transferable between languages; loosely inspired by lodash

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