AJ Snow

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Technical Experience

Languages: Clojure, Java, PHP, C#, Rust, JavaScript, Python
Tools/Frameworks/Libraries: MongoDB, Node.js, Docker, Express, MySQL, GCP, React, Kubernetes
Skills: Software Architecture, Database Design, API Design, Project Modeling, Algorithm Analysis, ETL, OOP, MVC, Functional Programming

Work Experience

Backend Engineer   2022 - 2023
Peerspace

- Operated in several Clojure and JS (Node.js + Express) micro-services which utilized MongoDB storage and GCP hosting
- Enhanced features and 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 teammembers to create design documents for new and legacy features
- Enhanced and standardized development environments by various initiatives
    * Updated or added outdated documentation across various services
    * Added dev configs to streamline and improve feedback/REPL loops
    * Added testing frameworks (e.g. Jest, clojure.test) and core tests to untested repos
    * Standardized deployment methodologies for versioning
- 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, query 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)

Education

Kansas State University *(2019)*   *Bachelor of Science in Computer Science (3.8 GPA)*

Projects

Personal Website *(CLJS, Fulcro)* | *A personal website using ClojureScript and the Fulcro framework for personal use*
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*
Mobile App, Android *(Kotlin)* | *Simple app made from scratch to experiment with the Kotlin language on Android*
Snake *(Rust)* | *Built snake in Rust for exposure and to experiment with Rust's graphical libraries*
2D Roguelike, Unity *(C#)* | *Featured tutorial in the Unity framework to build a simple 2D roguelike in the engine*

Open source contributions made to Fulcro's Template here: github.com/fulcrologic/fulcro-template. I added the ability to compile and deploy a prod ready uberjar for a project when it's ready to be released.