## Albert "AJ" Snow

479-774-1828 | ajsnow2012@gmail.com | github.com/AlbertSnows | savyb.fly.dev

## **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/REST, ETL, OOP, CI/CD, Agile MVC, Functional Programming, Software Testing, DevOps, Polygot

## **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 piplines with Kubernetes and Docker
- Collaborated with teammembers and stakeholders to translate and scope features into technical design stories
- Initiated new company proceedures 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)
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)
Game Jam Unity Project (C#)
| Small game built by me in a weekend featuring lightbulb-themed puzzle platforming
| 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 pluginFulcro| Added a feature and documentation to the Fulcro template to build and deploy a production-ready uberjar