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/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 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)
- 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 optimzation, 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 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*