

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 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

- Initiated 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
- 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 fun website using ClojureScript and the Fulcro framework for personal use
ShapeToy (JS)	HTML5/JS project interfacing with the Canvas API to keep track of basic shapes
Hotshot (CLJS)	Basic API to solve a fun math case; utilized Calva for Interactive Programming
Utility Functions Library	Code designs that are transferable between languages; loosely inspired by lodash
Flower Website (JS/TS/CLJS)	Extra credit College assignment; wrote a website in three different JS languages
Game Jam Unity Project (C#)	Small game built by me in a weekend featuring lightbulb-themed puzzle platforming

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