

Albert "AJ" Snow

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Technical Experience

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

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

Skills: Software Architecture, Database Design, OOP, MVC, API Design, Project Modeling, Algorithm Analysis, CI/CD, ETL, Functional Programming, Microservices, TDD

Work Experience

Backend Engineer <i>Peerspace</i>	2022 - 2023
<ul style="list-style-type: none">Operated in several Clojure and JS (Node.js + Express) microservice web applications which utilized MongoDB storage and GCP hostingLed team initiatives to implement requested features for top clients<ul style="list-style-type: none">For example, calendar sync, resulting in 30% initial adoption and positive post-release feedback via CX teamFacilitated communication between services via two primary communication protocols<ul style="list-style-type: none">Direct calls were handled through restful APIsAsync calls leveraged Google's Pub/Sub architecture; typically to persist data in time-insensitive caseInterfaced regularly with Kubernetes and Docker systems to deploy software images for testing and software releasesCollaborated with teammates to create and scope design documents for new and legacy featuresEnhanced and standardized development environments via various initiatives (e.g. documentation, tests, dev configs)Optimized, refined, and standardized MongoDB schemas to accommodate new feature developmentDebugged complex issues involving multiple over-the-wire processes across the system (e.g. when inconsistent data fired faulty events)	
Software Engineer II <i>Paycom</i>	2019 - 2022
<ul style="list-style-type: none">Perform full stack (JS/PHP) operations, including creating a backend API and writing user-facing scriptsUtilized 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 <i>all</i> fields on company position; widely adopted by clients after releaseExpand various module features by adding data customization, new workflows, and new api routesPush 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 techniquesRedesign the code structure in various parts of my code domain (e.g. refactoring code from 1k lines to 200)	

Education

Kansas State University (2019)	<i>Bachelor of Science in Computer Science (3.8 GPA)</i>
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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 a pattern matching feature
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	Repo for experimental code concepts meant to be transferable between languages

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.