

Albert "AJ" Snow

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Technical Experience

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

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

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

Work Experience

Back-End Engineer

May 2022 - June 2023

Peerspace

- Operated in several Clojure and JS (Node.js + Express) microservice web applications which utilized MongoDB storage and GCP hosting
- 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
- 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
- Crafted API contracts with front-end teammates and scoped design documents for new and legacy features
- Enhanced and standardized development environments via various initiatives (e.g. documentation, tests, dev configs)
- 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 II

June 2019 - March 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)
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Education

Kansas State University (2019)

Bachelor of Science in Computer Science (3.8 GPA)

Projects

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| 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 pattern matching |
| 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.