# 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**: SDLC, Software Architecture, Database Design, API/REST, CI/CD, MVC, Functional-Programming, Microservices, ETL, OOP, Testing, DevOps, Polygot, Agile

# **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
- $\bullet \ \ {\sf Eliminated\ downtime\ of\ versioned\ services\ via\ or chestration\ through\ {\sf CI/CD\ pipelines\ with\ Kubernetes\ and\ Docker}$
- 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** *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

#### **Education**

Kansas State University (2019)

Bachelor of Science in Computer Science (3.7 GPA)

June 2019 – March 2022

### **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 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 | Code designs that are transferable between languages; loosely inspired by lodash

### **Open Source Contributions**

**Calva** | Collaborated with the lead dev to squash a bug preventing windows users from quick-booting the plugin | Added a feature and documentation to the Fulcro template to build and deploy a production-ready uberjar