

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, Self-Motivated

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
- 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, 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 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

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