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 April 2022 - June 2023
Peerspace

- Independently developed new feature sets in several Clojure and JS (Node.js + Express) microservice web applications
- 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
- Designed endpoint communication between services by leveraging two primary communication protocols
  * Client calls were handled through REST APIs
  * Async calls leveraged GCP's event-driven Pub/Sub architecture
- Deployed and maintained versioned software services via CI/CD piplines with Kubernetes and Docker
- Collaborated with teammembers and stakeholders to translate and scope features into technical design stories
- Initiated new company proceedures to refine and increase development productivity (e.g. tests, dev configs)
- Optimized, refined, and standardized database schemas to accommodate new feature development
- Cut business expenses by leveraging advanced problem-solving techniques to identify and debug software faults

Software Engineer 2 June 2019 – March 2022
Paycom

- Shipped new software features in an enterprise, MVSC style framework leveraging OOP style architecture
- Adhered to software and procedural regulations (ISO 9001:2015, SOX, PII) while developing and storing sensitive data
- Lead initiatives to design a new, widely adopted core feature on our team that allowed dynamic field customization
- 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, aggregation SQL queries, and optimizing ORMs
- Innovated data storage procedures by employing data modeling and design techniques to store DB schemas
- Saved on development costs by abstracting code design, for example by reducing file size from 1k to 200 lines of code

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*