

Albert "AJ" Snow

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Education

Kansas State University (2019)

Bachelor of Science in Computer Science (3.7 GPA)

Work Experience

Backend Engineer

2022 - 2023

Peerspace

- Operated in several Clojure and JS (Node.js + Express) microservices 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 REST 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
- Collaborated with teammates to create and scope 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 2.5

2019 - 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
- Pushed performance improvements via 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)

Assistant Instructor - Intro to Computer Science

2017 - 2018

KSU

- Provided mentoring to students, offering guidance on assignments, debugging, and best coding practices.
- Graded student projects, offering constructive feedback to enhance code quality and problem-solving skills.
- Held regular office hours to address students' questions, clarify concepts, and discuss software design.
- Shared insights to instructor about student progress, feedback, and contributed to curriculum improvement.

Software Developer Internship

Fall 2018

Xpansion

- Completed comprehensive Java projects utilizing core MVC and OOP concepts such as polymorphism and inheritance
- Worked with company mentor on writing software automated testing frameworks
- Observed mentor's team sprint meeting and discussed project focus, goals, and implementation

Instructor - Computer Science - K12

Summer 2018

codeConnects

- Offered guidance and counseling to students learning basic programming fundamentals in a summer program

Apartment Custodian

Summer 2018

KSU

- Coordinated with a team members to prepare apartments for new residents quickly and thoroughly

- Coordinated with maintenance team to complete various aspects of building upkeep

IT Technician
KSU

2015 - 2017

- Diagnosed and resolved computer-related issues, ensuring seamless functionality and optimal user experience
- Coordinated IT tasks with team members, streamlining operations and timely resolution of technical challenges
- Cultivated positive rapport with management and clients, achieved high satisfaction reports from clients

Line Cook

2015

Cookies / Mema's

- Delivered food service in a timely manner under various levels of rush
- Performed regular maintenance on workspace including cleaning, inventory, and prepping

Projects

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| Personal Website (CLJS, Fulcro) | A personal website using ClojureScript and the Fulcro framework for personal use |
| Spring Boot State Machine (Java) | Exploratory project to grok the Spring Boot framework; uses H2 and REST API |
| Utility Functions Library | Repo for experimental code concepts meant to be transferable between languages |
| 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 |
| Thermal Modeling (Python) | College concurrency project; helped Graduated student parallelize modeling code |
| Game Jam Unity Project (C#) | Small game built by me in a weekend featuring lightbulb-themed puzzle platforming |
| Modded Minesweeper (Python) | Minesweeper but I added a feature to subtract numbers based on flagging |
| Mobile App, Android (Kotlin) | Simple app made from scratch to experiment with the Kotlin language on Android |
| Snake (Rust) | Built snake in Rust for exposure and to experiment with Rust's graphical libraries |
| Flower Website (CLJS/TS/JS) | Extra credit College assignment; wrote a website in three different JS languages |
| 2D Roguelike Tutorial (Unity) | Involved tutorial demonstrating how to create a 2D rouge-style game |

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

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

Accomplishments

A list of things to keep note of that I think are pretty cool.

- I IMPLEMENTED PATTERN MATCHING IN JAVA. Utilized an assessment to flesh out what is essentially a kind of implementation of pattern matching in java; very happy with the results
- Made a demo state machine to *really* dig into spring boot framework
- Made a utility-functions repo as a primary placeholder for all the interesting software design concepts I come up with in my career
- Learned a bit about asp.net and C-sharp from their online documentation
- Learned a bit about angular
- Started exploring Spring Boot framework
- Learned about python APIs via flask
- Wrote a C++ state machine. Not optimal in terms of performance, but had some interesting data structures.
- Learned about calva; which makes interactive programming neat.
- Moved to Chicago; a hard decision since it would be moving away from friends and family
- Learned about .dotenv; super useful for mocking environments. Learned a little bit about microservices; they're pretty complicated. They do a lot of nuanced over the wire discussions that make tracking code flow difficult.

- Co-wrote calendar sync; learned about ics file types. Discovered that there's an interesting infinite loop problem with bi-directional syncing in calendar applications. Also learned about mocking design documents for systems.
- Re-made the website in Fulcro; probably one of the hardest things I've ever done
- Made a website in vanilla ClojureScript
- Adding mapping relationship to code to implement field customization for our team's core feature; the wizard
- Made the SPA which refactored a bunch of manually written code into a single loop. Brought 1k lines down to 200.
- Made that first page to add data at Paycom. It was a good first learning experience.
- Made an android app in kotlin
- Learned how to write snake in Rust
- Made a website for a college course in JS; typescript; and clojurescript
- Also passed Algorithm, Data Structures, and that logic class with Roby
- Passed 300, that class was hard
- Game Jam Project
- 3.7 GPA from college
- Graduated College
- High School Graduation
- Read philosophy for dummies (the most important accomplishment?)

Open Source Contributions

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