Albert "AJ" Snow

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Technical Experience

Languages: Java, Clojure, PHP, C#, JavaScript, Rust, Python, C++
Tools/Frameworks/Libraries: Spring Boot, JUnit, H2, MySQL, MongoDB, Docker, Kubernetes, GCP, Node.js, Express, React, Git, PostgreSQL
Skills: SDLC, Software Architecture, Database Design, OOP, MVC, API/REST, CI/CD, ETL, Functional Programming, Microservices, Software 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 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)
- 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

- Developed full-stack features for existing software services; extending backend APIs and writing user-facing scripts
    * Software utilized MVC style framework and OOP design architecture
- Adhered to procedures and software regulations (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
- Expanded various module features by adding data customization, new workflows, and new api routes
- Improved performance of modules via code optimzation, resulting in runtime speeds improved by as much as 100x)
- Create DB designs based on feature requests and employ various data modeling and software design techniques
- Redesigned code from 1k lines down to 200 to improve design and readability, resulting in higher code quality and faster development time

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 a pattern matching feature*
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*