

Albert "AJ" Snow

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Technical Experience

Languages: Python, JavaScript, Clojure, PHP, Java, C#, Rust, C++

Tools/Frameworks/Libraries: Node.js, Express, MySQL, MongoDB, Docker, GCP, React, Kubernetes, Spring Boot, JUnit, H2, Git, PostgreSQL, fastapi, SQLAlchemy

Skills: SDLC, Software Architecture, Database Design, API/REST, CI/CD, MVC, Declarative Programming, Microservices, ETL, OOP, Testing, DevOps, Polygot, Agile

Work Experience

Senior Software Engineer

Feb 2024 - Present

Center for Translational Data Science (CTDS) at University of Chicago

- Built and owned search saving API from design doc; 0 reported bugs post-release
- Developed 250+ tests across 6 services to stabilize code behavior and fix various logging anomalies
- Maintained Center's Fedramp Moderate compliance for all new code contributions, such as aforementioned API
- Exceeded expectations in first 3 months of employment; received high praise in first performance review
- Developed a metrics analysis tool for an AI research project; expected to reduce ingestion cycle from weeks to days
- Automated manual ETL ingestion workflow, reducing content delivery turnaround from 2 weeks to ~2 days
- Regularly participate in on-call activities for 30+ active services; e.g. PR review, debugging, and pipeline fixes

Back-End Engineer 3

April 2022 - June 2023

Peerspace

- Added an external calendar sync feature; resulted in an initial 30% adoption rate and client acclaim (via CX team)
- Developed 2 new technical design docs by collaborating with stakeholders to translate and scope features
- Added 130+ tests and established new company procedures to integrate TDD into services
- Added 1 field to the primary DB schema and removed 20+ redundant fields from other MongoDB schemas
- Regularly parsed and filtered through ~100k-1M system logs to identify and debug software faults

Software Engineer 2

June 2019 - March 2022

Paycom

- Led design of a core feature that allowed dynamic job field customization; reported adoption rate of 80% from clients
- Developed software features with a team size of ~17 in an 500k+ LOC domain
- Reduced development costs by abstracting code design; e.g. refactored code from 1000 to 200 lines
- Adhered to software and procedural regulations (ISO 9001:2015, SOX, PII) while developing and storing sensitive data
- Enhanced software services by developing 180+ endpoints for backend APIs, user-facing scripts, and ETL workflows
- Lowered client wait times up to 100x by optimizing code, aggregating MySQL queries, and tuning ORMs

SDET Internship

June 2018 - December 2018

Xpanxion

- Developed a prototype client project in Java in addition to taking 300+ hours of additional Java internship coursework
 - Worked with a mentor to automate 100+ C# tests for clients; resulting in a ~15% reduction in cycle times
 - Attended over 60 team sprint meetings; discussing project objectives, task 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	Code designs that are transferable between languages; inspired by lodash and clojure

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