Cameron Hall

Senior Lead Software Engineer
Texas
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Professional Summary:

Results-driven Senior Lead Software Engineer with over 8 years of experience in designing, developing, and implementing robust software solutions. Proven expertise in backend and frontend development, cloud architecture, and API integrations. Adept at leading cross-functional teams, optimizing processes, and driving technical growth.

Employment:

ITEC - Innovative Tube Equipment Corporation, Senior Software Engineer
July 2024 - Current

- Manage a team of 3 developers working on multiple platforms
- Mentor interns and juniors developers
- Build CI/CD pipelines for Digital Ocean, Azure, and AWS Cloud systems
- Plan large initiative to port 15 year old vb.net code base to ASP.NET and React
- Fix defects in existing CAD software
- Orchestrate cloud migration to Azure for Odoo and custom APIs
- Hire candidates for mid and senior level positions

Paige AI, Senior Software Engineer, Backend (Layoff)
May 2022 - June 2024

- Build third party integrations to enable access to massive laboratory networks from across the United States
- Spearhead initiatives to enhance .NET and Python testing methodologies, resulting in a significant increase in code coverage for flagship products.
- Lead the development of Python microservices to efficiently extract and process large datasets from AI services, improving overall system performance.
- Architect and implement external-facing APIs to facilitate seamless integration with third-party platforms, enhancing product functionality and scalability.
- Mentor developers transitioning between roles
- Manage frontend and backend teams working on new products and technologies

Hunt A Killer, .Net Cloud Engineer (Layoff)
September 2021 - March 2022

- Designed and implemented Azure microservices to handle product shipments and user identity services, optimizing system reliability and scalability.
- Developed Azure .NET functions integrated with Ship Station and ChargeBee, streamlining order processing and billing operations.
- Troubleshooted and resolved complex issues related to message queuing in Azure Service Bus, ensuring seamless communication across distributed systems.
- Led a team of 5 developers for different R&D projects

Security Service Federal Credit Union, Microsoft Applications Solution Developer II
December 2019 – September 2021

- Led the design and development of administrative tools for servicing hundreds of thousands of customers, utilizing Angular 10 and .NET Core 3.1, resulting in improved operational efficiency.
- Contributed to the development of a mobile app serving 300k active users, leveraging Ionic, Angular 10, and .NET Core, enhancing user engagement and satisfaction.
- Conducted performance analysis and optimization for middleware applications serving 700,000+ members, improving system responsiveness and scalability.
- Managed Azure DevOps builds and releases, ensuring smooth deployment and continuous delivery of software updates.

John Hagee Ministries, Software Developer Contractor
April 2019 – November 2019

- Architected and engineered .NET Core APIs to render dynamic ReactJS components, enhancing the flexibility and extensibility of the CMS-driven platform.
- Successfully ported legacy .NET Framework sites to .NET Core, modernizing the technology stack and improving system performance.
- Developed RESTful APIs for Roku Development, enabling seamless content delivery to streaming devices.
- Updated and maintained .NET Razor views, ensuring consistent user experience across web applications.

Airstrip Technologies, Junior Software Developer
March 2018 - March 2019
- Designed and developed cardio analytic tools using Node.js and SQL, providing healthcare providers with valuable insights for patient monitoring.
- Created RESTful Node.js APIs for user management and analytics, facilitating seamless data exchange between frontend and backend systems.
- Developed a real-time dashboard for healthcare providers to monitor electrocardiograms, utilizing React for intuitive data visualization.

Education:
Bachelor of Fine Arts- Game Design, New York University, New York
January 2016 – December 2017
Bachelor of Business Administration- Marketing, Wichita State University, Wichita
August 2013 – December 2015

Internships:
Booz Allen Hamilton, Engineering Internship
October 2018 - December 2018
- Updated and optimized legacy iOS apps for compatibility with iOS 12, ensuring continued functionality and user satisfaction.
- Refactored SMS and notification functionality for iOS and Android apps, improving overall performance and reliability.
- Conducted qualitative testing for Unity VR applications, identifying and addressing usability issues for enhanced user experience.

Kids Break Ground, Game Development Internship
October 2017 - February 2018
- Designed and developed new game features, enhancing gameplay and user engagement.
- Debugged code and resolved issues for the existing game build, ensuring a seamless gaming experience.
- Ported the project from React Native to Unity, optimizing performance and enabling cross-platform compatibility.

Skills:
- C#/.Net
- Azure Functions, Service Bus, Azure SQL
- Typescript
- Angular 11
- React
- Node/Express
- SQL
- Python (Sanic)