

Conner Soligny

Software Engineer

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📍 Minneapolis, MN

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WORK EXPERIENCE

Software Engineer

Earthscout

📅 October 2017 - Current

📍 Brooklyn Park, MN

- Created a C# .NET Core app to improve the Scout QA process by receiving Scout bootloader information and implementing an approval process before orders are shipped.
- Deployed multiple serverless Azure App Services with development, staging, and production environments using Azure and Bitbucket pipelines (via yaml files) CI/CD.
- Finished tasks, fixed bugs, and completed feature requests across the full software stack of Scout efficiently.
- Created and deployed an Angular 11+ RxJS app for congregating the companies admin functionalities, system reports (user and devices), and analysis tools. This app was used by internal hardware, software, sales, and support teams.
- Created and deployed an Apache Cordova cross-platform app for prototyping user experiences with CI/CD using Azure, the iOS App Store, and Google play store.
- Setup and standardized an Azure Active Directory (AAD) Tenant for SAAS following best practices based on the Azure documentation. Utilizing subscriptions, management groups, AAD resource permissions, tags, and cost management tool optimizations.
- Utilized Azure's Cost Management tools to reduce monthly expenditures on each resource; including SQL servers, App Services, and VM's, saving the company ~ 60% per month on total resource overhead. Estimated savings over \$2,000 per month.
- Leveraged Azure Cost Management tools to calculate the I/O costs of our Architecture to help estimate the appropriate base price per user in our system. This was then reflected in our Scout unit's initial MSRP base value.
- Created a B2C AAD (Business to consumer Azure Active Directory) tenant enabling the company to scale user authentication to millions of users with high availability and custom authentication logic.
- Leveraged policy-based multi-factor authentication using the Identity Experience Framework (IEF) policies within AAD B2C.
- Extended the B2C IEF policies to check user acceptance of our apps' terms of service agreement on sign-up, sign-in, user-profile updates, and forgot password.

SKILLS

Languages

C#, JavaScript, TypeScript, Git CLI, HTML, SCSS, C++ (UnrealEngine), yaml, Plutus, Solidity SQL, XML, xaml, DNS, PHP (Wordpress)

Frameworks

.NET, EF & EF Core ORM, Angular, React & Next.js, Tailwind, CSS, Identity Experience Framework (IEF), Azure SAAS architecture, Bitbucket & Azure Pipelines, Atlassian Tools (JIRA, Bitbucket, Confluence, & Bamboo), D3 Charting, Three.js WebGL, NUnit Testing, UE4 & UE5, Gameplay Ability System

Tools

RxJS, jQuery, SSMS, Git, Angular CLI, Selenium, Visual Studio, VS Code, Virtual Machines, Azure Dashboard Analysis Tools & DevOps

Databases

SQL (PostgreSQL, MySQL), MongoDB, Azure SAAS, & AWS SAAS

Other Software

Plutus, Solidity, Ableton Live 11 & 10 DAW, Logic X Pro DAW, Adobe Products (Ch, Ai, Ps, Ae, Pr, xD), Houdini scripting

EDUCATION

Marketing/Management

University of Minnesota (Twin Cities)

Maintained 3.5 GPA in Carlson School of Management. Switched degrees to Computer Science as I found my love for Software Engineering. Planning to continue my education and finish a B.A. in Computer Science.

📅 2013 - 2016

📍 Minneapolis, MN

- Enhanced the UI/UX of Identity Experience Framework custom policies to match company branding.
- Tested and implemented both B2C IEF authentication and normal AAD authentication for internal and external users, based on the project and the environment.
- Hosted private static files on Azure for file sharing B2C's login UI template, invite templates, and email templates out of HTML & CSS - used to dynamically fill in user data following our companies standards.
- Configured all of the DNS CNAME records on our Azure App Services for custom domain names based on our company domain address, the projects name, and the server environment.
- Managed Azure and Atlassian tools global permissions for all client and server software.
- Took lead on managing and organizing tasks, pages, and spaces within Confluence to create internal descriptions, notes, and documentation on our API's, coding standards, and architecture for collaboration with other engineers.
- Took lead on managing and organizing our Bitbucket repositories and assisting with Source control on all projects, including hardware (firmware) or software repositories.
- Created structure within Atlassian tools software based on the company user roles for sales, support, hardware, and software teams.
- Created a JIRA issue collector for bugs and feedback to increase the feedback loop efficiency of the sales and support teams ability to feed requests into the development process.
- Created and deployed .NET Core app utilizing the Twilio API for invite emails, SMS, and message updates for our users. In addition to user messages, I setup automated emails for the support team based on the Scouts status on the manufacturing floor.
- Created and contributed to most of the macro software architecture and organizational structures for the software development team. Using Atlassian tools & Azure for naming conventions, standards, guides, resources, and other shareable information to get started and how we structure and build our software.
- Assisted in many tickets for technical support, customer support, and device/ app troubleshooting.

Key achievements: Contributed to setting up the software architecture as a whole and creating development guidelines and standards. Created custom AAD B2C policies for a scalable user authentication solution. Utilized cost analysis tools to reduce software overhead by over 60% on total cost for our month to month.

Software Apprentice & Junior Developer

The Software Guild

 April 2017 - August 2017  Minneapolis, MN

- Created a fully functioning Web App for a car dealership, a Space-themed blog & a movie rental service which implemented a database with Entity Framework/ ADO.NET. Fully functional with live data (RDBMS), crisp UI, and readable C# Code. Also worked with a team of 3 other Jr. Developers to build a Blog about Outer-space; implementing authentication tiers (DB layed out in ERD), Bootstrapped dynamic pages (jQuery/AJAX), and Object Oriented logic in VS(2017) IDE.
- Created a Car Dealership Web app with Data layers, Models layers, Unit testing layers, and a User interface layer (MVC architectural design). I used View models in my MVC layer to pull data from the back-end logic. The car dealership implemented OWIN for security and user logins with 3 separate roles (visitors, contributors, and admins). The admin had full control over the website, with CRUD functionality on every aspect of the dealership and users. Contributor's had limited access but could put in requests in the Database which awaited for approval from the admin. Visitors had minimal control, primarily focused on viewing content, searching, and allowing them to create an account that would then be approved by an admin.
- Created a Space Blog similar to the Car dealership with CRUD functionality, different user roles, and tight security. Working in a team environment with 3 other developers, we learned crucial skills with Git; pushing, pulling, and resolving merge conflicts. This project overall held the most valuable lessons because it exposed us to the creative side of programming and working with a team, where communication's critical.