

## SKILLS

---

**Languages:** Ruby, Javascript

**Frameworks:** Rails, Redis, RSpec, NodeJS, GraphQL, Sidekiq, Ansible

## EDUCATION

---

**Arizona State University**  
*Bachelors in Computer Science*

Tempe, AZ  
*Graduated Dec 2021*

## EXPERIENCE

---

### **Springshot**

San Francisco, CA

- *Software Engineer*
- *Intern*

*Mar 2022 - Present*

*May 2021 - Mar 2022*

- **Realtime Reporting**

- \* Designed and developed a realtime reporting system using Ruby on Rails, RabbitMQ, and Sidekiq to provide instantaneous data updates on airport worker tasks
- \* Analyzed and parsed large JSON payloads from legacy services, created new data by analyzing payload generators and managed data flow via RabbitMQ and daemons
- \* Implemented modular and scalable systems to handle high data throughput and maintained the project to accommodate evolving client preferences
- \* Enhanced client satisfaction and attracted new clients by delivering efficient event reporting, leading to the service being used by multiple airlines at different airports throughout the country

- **User Permissions**

- \* Developed and implemented a user roles and permissions system in Ruby on Rails in order to transition that functionality away from a bloated monolith
- \* Created optimized GraphQL APIs to integrate almost all services, thereby reducing dependency on an old monolith and increasing the outage tolerance of the platform
- \* Reverse engineered legacy systems through workflow analysis and polished said flows by incorporating them with modern coding practices
- \* Significantly improved system reliability and reduced load on the legacy service, enhancing overall efficiency and scalability along with paving the way for future projects

- **Shift Scheduling**

- \* Created a high scale shift scheduling system in Ruby on Rails by developing a CSV parsing tool to process multitudes of large CSV files consisting of client employee schedules
- \* Ensured system compatibility with both API uploads and secure file transfer protocols and ensuring that scheduling conflicts are handled at the database level
- \* Analyzed past data to reverse engineer ambiguous CSV schemas and coordinated with microservice leads for effective planning and implementation
- \* Delivered a scalable solution that significantly improved scheduling efficiency and reduced the amount manual intervention needed to resolve conflicts

- **Firebase Modernization**

- \* Led comprehensive refactoring of a legacy NodeJS based Firebase realtime service, addressing 5 years of technical debt through extensive linting and code restructuring
- \* Fixed numerous API bugs and eliminated redundant systems consuming unnecessary resources, significantly improving overall system performance, efficiency and longevity

## PROJECTS

---

### **Freestyle Academy**

Communications Program

- Designed and produced a character profile, short story with animated trailer, 2D platformer game using Unity, and a showcase website using Adobe Creative Suite

### **Bugfixing and Improvements**

University Capstone

- Enhanced gameplay for 'Populous: The Beginning' by fixing bugs for compatibility with newer OS and improving the map editor UI for over 50 users