SAMUEL HOLMBERG

Software Engineer

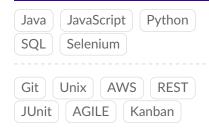@ sam@holmberg.dev 📞 (240) 543-7214 in samuel-holmberg

SUMMARY

Software Engineer with 5 years of professional experience pursuing a full-time position in the CX space.

EDUCATION

B.S. in Computer Science

University of Maryland

📅 Aug 2016 – May 2019

- 3.67 GPA, University Honors

SKILLS

Java JavaScript Python
SQL Selenium

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Git Unix AWS REST
JUnit AGILE Kanban

EXPERIENCE

Amazon.com
Software Development Engineer
📅 June 2019 – Present
📍 Seattle, WA

Checkout Delivery Experience

- Major contributor to migration of checkout delivery messaging rendering logic from monolith to a new Java microservice, improving time to market by 80+%
- Developed Non-Prime and mobile user workflows for checkout front end comparison testing framework utilizing Selenium
- A/B testing experimentation on CX changes in delivery promise rendering increasing annual revenue $55M+
- Lead project to connect 3 external team services to automatically diagnose 88% of our team's customer contacts for errors within checkout
- Mentored and onboarded two team members to the operational knowledge required to take on team projects and oncall responsibilities

Java Spring Perl JavaScript JUnit Selenium A/B Testing

E-PAGA, INC
Software Engineer Consultant
📅 Part Time June 2016 – June 2019
📅 Intern June 2013 – June 2015
📍 Rockville, MD

- Performed full-stack development on government database projects utilizing MVC design pattern
- Developed web-based training courses with a team of engineers, SMEs, and graphic designers for FDA and DHS federal contracts
- Built Java based data processing and automation software to increase courseware migration efficiency exceeding competing contractors to win further contracts
- Ensured accessibility and 508 compliance in alpha and beta review of online courses
- Acted as project technical advisor in meetings with federal clients

Java JavaScript HTML5 SQL ColdFusion

PROJECTS

Home Sound Visualizer Sculpture
Passion Project
📅 December 2020

- Setup SnapCast synchronized Spotify stream across four Raspberry Pis attached to my home sound system
- Hooked up one client to output music to a pitch visualization service
- Piped visualization output to my Python program which maps volume intensity to color intensity, and controls NeoPixels for an interactive sculpture visualization
- Created a prototype PCB and wired 3 NeoPixel rings in sequence

Python PCB Data Streams Raspberry Pi

Hoops by Esaych App Studio
Passion Project
📅 August 2014

- Designed and programmed Android game with original graphics and music within LibGDX game development framework
- Published to the Google Play Store as an indie developer

Java Graphic Design Music Composition