

Andrew Anthony Gerst

Senior Full-Stack Software Engineer

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- I am looking for an opportunity where I can make a big impact while continuing to grow my career!
- I was Passport's 12th employee (5th engineer) and we grew to 300+ and acquired 3 companies!
- I was the 5th member of Checkr's International team and helped our team scale to 30 strong!

Skills

Main: ruby, mysql, postgres, node, react, python, go

Experience

Senior Software Engineer – [Checkr](#) | Background Check Platform

February 2021 - April 2024

Improved Developer Productivity

- Created a platform that reduced the effort to create screenings from months to days
- Reduced the time 50+ engineers spent onboarding from weeks down to hours
- Created scripts to set up and run multiple services in local dev environment
- Ensured a smooth transition from intel to arm based macbook architecture
- Created scripts automating workflows that required manual interactions
- Created scripts to ease the administration of our kubernetes clusters
- Created thor scripts that automated various oncall support tasks

Major Product Improvements

- Implemented amplitude analytics to significantly improve product insights
- Implemented multiple new screenings to expand our product offerings
- Reduced developer frustration and product complexity by unifying two products into one
- Improved candidate experience by removing the need to print and fill out pdf documents
- Improved screening TAT by creating a job that monitored and resolved stuck workflows
- Created datadog monitors and snowflake dashboards to improve observability
- Mentored and lead the project for a team of our summer interns

Senior Software Engineer – [Brainbase](#) | Intellectual Property Platform

May 2020 - September 2020

Created a docker environment for local development and fixed various frontend and backend bugs

Senior Software Engineer – [Passport](#) | Mobility Software Platform

December 2013 - April 2020

Modernized Architecture

- Migrated our legacy monolith system to AWS microservices
- Migrated our web apps to React and our iOS apps to Swift
- Migrated our databases from MySQL to DynamoDB
- Created a public platform for our API

Promoted A High-Performance Culture

- Interviewed candidates for roles up to VP of Engineering
- Streamlined our onboarding process via documentation and automation
- Mentored peers and was a highly available, trusted source for advice
- Created many tools enabling new ways for engineers to work more efficiently

Core Business Expertise

- Lead maintainer of our Python rate engine, a critical component for facilitating payments
- Built custom mobile and web apps for 20+ of our high-volume clients in a scalable way
- Implemented third-party integrations to satisfy RFP requirements to win new clients
- Added i18n support in our apps so that we could expand to markets internationally
- Built integrations with our in-house PCI-compliant payment gateway service

Computer Programmer – [UNC Chapel Hill Computer Science Department](#)

November 2011 - June 2012

I built a YouTube app for people with disabilities who access their computers via 2 switches.

Education

Bachelor of Science (B.S.) Computer Science – University of North Carolina at Chapel Hill

2011 - 2013

I placed in multiple programming competitions and hackathons both individually and with teammates.

Projects

My Games – <http://games.hnswave.co>

I enjoy building browser-based games in my free time using a game engine I wrote from scratch.