

Hans Gamboa

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EXPERIENCE

TIKTOK

Software Engineer

San Jose, CA

Apr 2021 - Present

- Mentored junior engineers to work independently and take ownership, fostering a collaborative and skill set building culture.
- Scaled age appeal process for underage users by rolling out to more countries and introducing new appeal methods, handling thousands of appeal cases per day.
- Designed and implemented video moderation process for Kids Mode from end to end, which increased content pool size for Kids Mode videos by 500%.
- Collaborated with multiple teams to redesign the Kids Mode Discover Page, improving discover page views, user retention and DAU by 50 %, 3%, and 15% respectively.
- Saved up to 6% in TikTok revenue by being a key leader and contributor for Europe's Digital Services Act (DSA).

GBL SYSTEMS CORPORATION

Software Engineer

Camarillo, CA

Aug 2018 – Apr 2021

- Utilized pair programming, Swagger, MongoDB and Java Spring Boot to develop microservices for Mission Data Engineers.
- Created a Flight Design application to help Mission Data Engineers in Mission Planning using MySQL, Java, and Docker.
- Collaborated with Pivotal Labs to create a full-stack web application for sensor engineers using React, Node and TypeScript.
- Continuously deliver a reliable, working product by utilizing Test Driven Development with Jasmine, Jest, and JUnit. Worked closely with the DevOps team to help develop, deliver, and maintain build processes across services.
- Rotated as ScrumMaster to facilitate team performance on active tasks.

LEARNING EQUALITY

Software Engineering Intern

La Jolla, CA

Feb 2018 – Jun 2018

- Implemented Vue.js to write production code for Kolibri, an e-Learning application.
- Maintained code and ensured commits to project followed CI Pipeline and code metrics.
- Advanced UX design experience by optimizing Vue's navigation and search-bar components.
- Improved design support for right to left languages, expanding app's audience by 3 countries.

EDUCATION

UNIVERSITY OF CALIFORNIA, SAN DIEGO | B.S. IN COMPUTER SCIENCE

La Jolla, CA

Jun 2018

PROJECTS

SOCCER COMMUNITY PLATFORM

Feb 2018 – Jun 2018

- Built an event-driven, isomorphic web application that allows fans to follow local soccer teams using React, Redux, and Node.
- Implemented functionality for user authentication and real-time live updates to player stats and scores.
- Optimized and refactored code which improved load-time performance by 20%.

SKILLS AND OTHER

SKILLS

- Languages: Java , Go, JavaScript (React, Node, Express, Vue), HTML5/CSS3 (Familiar) - C/C++, Python
- DevOps: Docker, Gradle, Maven, Jenkins, Concourse CI, Travis CI, PCF, OCI, Serverless/Lambda/FaaS
- Testing: Jasmine, Enzyme , Test Driven Development (TDD)
- Methodologies: Extreme Programming (XP), Agile, Waterfall
- Miscellaneous: Jira, REST, AJAX, Spring Boot, Vim, GraphQL, Git , MySQL, NoSQL, Redis, ECMAScript 6 (ES6)
- Soft Skills: Mentorship, Excellent Communication and Written Skills, Collaborative, Results Oriented

HOBBIES AND INTERESTS

- Basketball, Biking, Boxing, Foosball, Hiking, Mechanical Keyboards, Photoshop, Ping Pong, Weight-lifting