HayesAshby

experience

iFIT   Jun 2021 – Feb 2022
Back-End Web Developer
- Took first place in workplace hackathon to improve our user's experience.
- Migrated a monolith legacy system to a micro service architecture while maintaining data and user consistency.

Berkadia   Feb 2020 – Jun 2021
Associate Software Engineer
- Responsible for design and architecture for an enterprise grade micro-service system, in the regulation heavy CRE industry.
- Built an application to help customers determine investment opportunities by assessing risk and helping with predictions. Generating over $1MM annually.
- Developed on top of an Event-Sourced Architecture, enabling real time situational awareness to business leaders to make informed decisions.

Icon Health and Fitness   Jun 2018 – Feb 2020
Software Engineer Intern
- Developed and maintained tests with *Xamarin UITest* for a cross platform mobile application with 1MM+ downloads.
- Maintained a in house mobile device testing cluster for devices to run tests that required devices connect to physical exercise equipment.
- Developed tools for testing and assisted in testing through automation for proprietary android tablets. Saved 150+ hours of development time, and resulted in a large ($1.5MM) investment by moving device manufacturing in-house.

Conservice The Utility Experts   May 2016 – Jun 2018
Junior Software Developer
- Improved the business process software for the billing department based on direct user feedback.
- Developed automatic billing software that saved 26,000 person-hours per year. Saving the company roughly $500K per year.
- Lead a cross team collaboration effort to optimize SQL response times.

projects

Benchmark:
Icon built custom embedded tablets for use in their exercise equipment. There were many different versions of hardware and software making debugging and performance monitoring difficult. **Benchmark** aimed to solve this problem by communicating over the *Android Debugging Bridge*. This allowed the use of popular apps for testing purposes like *Antutu* to be automated and ran in a controlled environment through logged versioning of the tablet with optimal consistency.

Network Testing Suite:
NTS is a project designed to unravel the layers of communication protocols to detect network problems. Through packet monitoring and other methods it was able to follow the entire digital trail end to end to determine where the failure occurs.

UITest:
A proprietary testing framework used to make it easy to write e2e user tests. Built on top of *Xamarin UITest* the framework is flexible enough to run against the wide array of mobile devices available today, stable enough to have a test library in the tens of thousands, and has been executed in the millions.

education

Sophomore year completion in the **Computer Science** program.   Utah State University

contact
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tech
Languages
JavaScript
Java
C++
C#
Front-End
Angular
React
Redux
RxJs
Backend-End
NodeJS
Express
Axios
Serverless
Prisma
Databases
MongoDB
SQL
DynamoDB
Dev-Ops
Docker
Azure
AWS