Adam Hollock

Software Engineer



www.adamhollock.com adam.hollock@gmail.com adamhollock



Skills

BACKEND

- .NET (MVC + Core)
- C#
- Node
- Python

FRONTEND

- Typescript
- React
- Angular

SERVERSIDE

- SQL Server/Azure SQL
- Azure Cloud
- IIS
- Apache

OTHER

- Version Control (Git + SVN)
- CI/CD (TeamCity)
- Unit Testing (NUnit)

Education

Masters of Science Electrical and Computer Engineering Drexel University, June 2012

Work Experience

Senior Application Developer

Music Choice | Horsham, PA March 2016-Present

- Implemented scalable processes for automatic ingestion, programming, and publishing of Music Videos assets and metadata
- Mentored direct reports on development, problem resolution, version control, continuous integration, and deployment of code and database changes
- Worked directly with business users to gather requirements and deliver actionable results in the form of business UIs and automated, observable processes
- Established company-wide standards and templates for .NET Core, .NET 5, and React
- Ensured code integrity via automated unit and integration testing
- Coordinated with third party vendors for to ensure reliable end to end system communication and adherence to contractual and legal requirements
- Analyzed in-house systems and proposed solutions to eliminate technical debt, unnecessary workflows, and decommission unneeded servers and storage

Lead Developer

Nimblelight | Philadelphia, PA August 2013-March 2016

- Led team of developers to coordinate full stack web solutions for customers operating on a regional level
- Developed custom CMS solutions for both in-house usage and for usage/ consumption by customers
- Created, maintained, and provided operational support for server and database hosting solutions for both business and clientele

Engineer III

Philadelphia Gas Works | Philadelphia, PA July 2012-July 2013

- Wrote SQL to organize schedule implementation for work order management
- Provided troubleshooting and programming for sensor input and analysis on proprietary server