

# Micah Haycraft

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## WORK EXPERIENCE

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### Fidelity Investments

Jan 2021 – Present

*Full Stack Software Engineer | July, 2023 – Present*

*Durham, NC*

- Rearchitected application's data repository, extraction, and ingestion flow to support new pipeline automation and offer enterprise-wide platform integration
  - Presented to and passed a security architecture review for moving large amounts of data between user's pipeline's and application's data stores.
  - Developed new API for integrating our application with enterprise wide platform.
- Implemented new security and authorization flow for application's APIs by deploying to and integrating with internal API Gateway.
- Created an API to fully automate onboarding process for new users to our application.
- Became squad's go-to trouble-shooter frequently unblocking and guiding teammates in need of assistance.
- Created in depth confluence documentation for new architectures and integrations including detailed guides with example files, inline code snippets, and screenshots.

*Associate Software Engineer | January 2022, – July, 2023*

- Worked with squad to design and implement a new Angular UI to replace a legacy mainframe system.
- Assisted with the migration of an internal application from on prem to AWS EKS using internal tooling consisting of k8s, Jenkins, Docker, and Terraform for CI and CD pipelines.
- Worked with squad to develop new features by designing and programming end to end implementations with a focus on Spring and Python API development near the DAL with queries written in PostgreSQL.
- Onboarded and trained new squad members on the code base, with an emphasis on tooling setup and knowledge transfer for Python API programming and understanding our relational db.
- Gave presentations on product overviews, new feature development, technical explanations, and demos to users and stakeholders of my squad's application.

### Handshake

Jun 2021 – Dec 2021

*Support Specialist*

*Remote*

- Leveraged deep product knowledge in order to support Student & EDU Partners through Zendesk tickets while working alongside Relationship Managers and Engineering teams to resolve issues.
- Contributed to an Eng Week test data generation project by pair programming with HS engineers.

## EDUCATION

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### University of North Carolina at Chapel Hill

May, 2021

*Bachelor of Science, Computer Science*

*Chapel Hill, NC*

- Special Topic Courses Studied: computer vision, computational photography, AR/VR game development, computer security, modern web development, mobile game development
- Developer for AR/VR Club
  - Led development of a mobile browsed based web-AR app [ARt On Franklin](#)
  - Taught an [intro to web-AR workshop](#) at club's AR/VR hackathon HackReality '21

## SKILLS, TECHNOLOGIES & INTERESTS

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- **Skills & Technologies:** Agile Development, JIRA, Git, Java/Spring, Python, SQL, HTML, CSS, Javascript, TypeScript, Node.js, p5.js, AR.js, React, Angular, Jenkins, Kubernetes, EKS, Terraform, Docker, Unity, Visual Studio Code, Looker
- **Hobbies & Interests:** film photography; cinema; rock climbing; rocket league; jazz & swing, dance, travel