Caleb **Cunningham**

Relocating to Northern Colorado, United States

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Education

Oklahoma State University   *Stillwater, OK*

B.S. in Computer Engineering with Software Engineering Specialization, Minor in Computer Science.   *Aug. 2017 - May. 2022*

Work Experience

Paycom   *Oklahoma City, OK / Remote*

Fullstack Software Developer   *Oct 2022 - Current*

- Moved C# microservice from .Net Framework to .Net Standard for containerization, with over 300+ controllers or services, and 1k unit tests.
- Architected new employee tutorial feature, with new MySQL tables, ready for containers C# services, and React.js view.
- Refactored legacy employee website from an Angular.js and PHP stack into React.js, PHP, and C# stack, with both desktop and mobile views.
- Actively Mentored other developers, taking responsibility for their code solutions, while maintaining successful personal metrics.
- Developed in a cross-functional team with product owners, QA, and customer relations, with issues documented in Jira and Confluence in both an Agile and Scrumban context.
- Maintained and Developed new features for legacy system, clearing 75+ customer facing bugs and security vulnerabilities, using PHP, Angular.js, HTML, CSS, and Javascript.
- Presented my code and Reviewed other developer's using GitLab

Sift   *Remote*

Backend Software Engineer   *Aug 2021 - Jul 2022*

- Architected new Data Warehouse according to Data Vault 2.0 Schema for Dispute management product using cloud-based Snowflake and GCP hosted Apache Airflow ETL Pipeline to fit new Schema.
- Integrated HashiCorp Vault authentication into Flyway process to remove plaintext secrets from our Data Warehouse management process.

Sift   *Remote*

Software Engineering Intern   *Jun 2021 - Aug 2021*

- Designed and implemented weekly data privacy pipeline using Python, Apache Airflow and Dropbox's API General Data Protection Regulation (GDPR) Right to Access (RTA) and Right to Object (RTO) processes, which saved hours of weekly engineer time and ensured Sift met GDPR SLAs for RTA requests
- Optimized GDPR churned customer pipeline by restructuring Airflow DAG to reduce average weekly runtime by 30%

Projects

League of Legends Ranked Race Bot

Python

- Used simple python script to learn how to use GitHub Co-pilot.
- Used Python requests library to fetch data from the Riot ACCOUNT-V1 and SUMMONER-V4 REST APIs to parse json, calculate ranks, sort based of rank and generate user friendly markdown for my friends and I's League of Legends Ranks.
- Markdown then subsequently sent through Discord Bot Rest API.
- Scheduled Windows task to regularly run script, with over 2 months of successful runs.

League Of Jerseys   *threehoolagins.github.io/lol-team-jerseys*

HTML, CSS, JavaScript

- Used HTML, CSS, & JavaScript to create an interactive front-end without use of frameworks.
- Fetched and Consumed Data from Riot DataDragon Content API to parse and generate list of appropriate characters to form teams based on in game cosmetics.
- Implemented basic CI/CD pipeline to deploy to github pages.