

Tucker Saude

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Employment

Software Engineer	Target	Aug 2018 - Current
<ul style="list-style-type: none">Team member on Target's Enterprise Checkout team, actively developing Target's cart and checkout microservices that are built with Ratpack and Kotlin.Identified and fixed a latency issue caused by waiting for external HTTP requests to complete before starting others by building a service to inherently manage the dependencies using Kotlin co-routines.Refactored core service classes by defining conventions and using features of both Kotlin and Ratpack to create a clearer and easier to maintain codebase.		
Software Engineer	Leidos	June 2016 - Aug 2018
<ul style="list-style-type: none">Team member on Leidos's AFSS (Automated Flight Service Station) program, whose goal is to provide information/services to U.S. private pilots using innovative software solutions.Heavily involved in the implementation and integration of an Angular application to replace PilotWeb on mobile devices.Paved the way for "disentangling" AFSS's codebase by creating a Gradle plugin to contain common build logic required for AFSS applications.		
iOS Intern	HomeSpotter	Jun 2014 - Aug 2014

Projects

re:partee

A Native iOS chatting app, whose goal is to connect people watching the same television show by providing a medium for viewers to communicate and react together. See <http://tuckersaude.com> for more info.

AlienBeef

A mobile game built with Cocos2d. Play as a mischievous alien who is trying to abduct cows from the angry pitch-fork throwing farmers. How many beef creatures can you capture? Visit <http://tuckersaude.com> to check it out.

Skills

Languages Java, Swift, Kotlin, TypeScript, Python, Objective-C, Groovy, Bash

Technologies Ratpack, Kubernetes, Docker, Spring, Java EE, iOS, Node.js, Angular, MongoDB, Gradle

Education

Gustavus Adolphus College	Computer Science	Sept 2012 - Jun 2016
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