

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, developing micro-services using Ratpack and Kotlin.		
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.Developed and maintained PilotWeb (www.1800wxbrief.com), a Spring MVC web application.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 Spring, Java EE, iOS, Ratpack, Node.js, Angular, MongoDB, Gradle

Education

Gustavus Adolphus College	Computer Science	Sept 2012 - Jun 2016
GPA 3.72		
Magna Cum Laude		
ACM Collegiate Programming Contest Participant (2014, 2015)		