





Devin Warrick


SOFTWARE ENGINEER


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SKILLS

Git
HTML/CSS/SASS
Javascript/Typescript
Python
Java
Kotlin

React/React Native
React Context/Redux
Webpack

Express.js
Spring Framework
Flask
Django

Datadog
Sentry
Splunk
VictorOps

Terraform
AWS Services

EXPERIENCE

Software Engineer II

Eventbrite

January 2022 – Present

- Interviews, onboards, and mentors engineers for them to progress toward their development goals
- Builds, maintains, and debugs a kotlin microservice to replace existing legacy monolithic code
- Designs solution via AWS tooling to asynchronously traffic requests between legacy monolithic code and new microservice application while both services are live in production
- Creates monitors and dashboards to ensure the health of new and existing applications
- Collaborates with support engineers from external vendors to troubleshoot and solve long-standing issues

Software Engineer I

Eventbrite

September 2020 – December 2021

- Builds tools to improve the experience of users who create events on the eventbrite platform
- Collaborates with team members via Github and JIRA in a scrum/kanban flow to complete tasks during each sprint
- Presents technical concepts to the organization to improve company knowledge and awareness
- Coordinates across teams to remove technical debt and migrate monolithic code into microservice architecture

Team Lead

Lambda School

August 2019 – June 2020

- Provided daily 1:1 feedback and code reviews to groups of 7-10 students via Github, Zoom, and Slack
- Facilitated communication among team, and provided guidance for weekly study material through daily standup meetings
- Led several teams of student developers through product cycle including product releases, code debugging, stakeholder management, and continuous deployment

PROJECTS

SleepMood

React | Java/Spring | PostgreSQL

- Web app that recommends how long to sleep each day to feel well-rested
- Led project team with kanban/scrumb workflow to hit deadlines each day
- Created backend server using Java/Spring, including endpoints, database connection, and authentication

The Ant's Knapsack

HTML/CSS/VanillaJS | Python | Flask | socketio

- Fast-paced web game designed for players to compete for the highest score by optimizing their limited inventory
- Worked remotely with 4 developers over the course of one week
- Programmed socketio routes from client to server for multiplayer features
- Styled the in-game sprites and store display component using JS/CSS
- the-ants-knapsack.netlify.app

MyDish

React-native | Node/Express | PostgreSQL

- Mobile app designed for users to record and track changes to recipes over time
- Built to the specifications of the stakeholder, functioning on iOS and Android
- Worked on a remote team of 7 full-stack developers over 8 weeks
- Tested front-end and back-end for QA, adding tests to an existing code base to ensure stability
- Deployed to Google Play Store
- play.google.com/store/apps/details?id=com.lambdaschool.mydish

EDUCATION

Oracle Certified Professional: Java SE 11 Developer

April 2021

Lambda School | Full Stack Web Development

Remote | March 2019 – May 2020

Berklee College of Music | Music Composition

54 credits | Remote | 2018