

Devin Warrick

SOFTWARE ENGINEER

 dev.warr@gmail.com

 214-701-4657

 Dallas, Tx

 twitter.com/dev_devv

 linkedin.com/in/DevWarr

 github.com/DevWarr

 devinwarrick.com

SKILLS

Languages: Javascript/TypeScript, Java, Kotlin, Python, HTML/CSS, C#

Frameworks: Flask, Django, Spring Framework, Express.js, React, Unity

Services: Datadog, Sentry, Splunk, VictorOps, Amazon Web Solutions

Tools: Git, Webpack, Terraform, Docker

Databases: MySQL, PostgreSQL, DynamoDB, MongoDB

EXPERIENCE

Software Engineer I/II | Event Infrastructure

Eventbrite

September 2020 – Present

- Migrates application code and data for mission-critical service from legacy monolithic code into more reliable and scalable microservice architecture
- Organizes and details company wide cross-team work for other teams to be prepared to ingest data from new architecture
- Designs solutions via AWS tooling to asynchronously handle traffic requests between legacy monolithic code and new microservice applications live in production
- Researches and plans best use-cases for microservice solutions to provide swift customer value and feedback
- Mentors engineers in- and out-of the team via biweekly meetings to help mentees progress toward their professional goals within the company
- Co-Leads and Facilitates Eventbrite's Frontend Guild, a biweekly meeting to educate and inform frontend engineers at Eventbrite, by sourcing demos and new findings from other engineers within the company
- Speaks within the company during various guild meetings to share learnings and best practices about new and existing technologies
- Handles funding within Eventbrite's employee resource group for black employees to supply funds for their professional development
- Python | Django | MySQL | Kotlin | Spring | gRPC | DynamoDB | Terraform | AWS

Unity Programmer (contractor)

Lost Our Box

November 2019 – Present

- Designs and implements core game logic, such as state machines and player controllers, with generic functionality for use within multiple projects
- Identifies and communicates future work to be implemented in order to progress a game to a working beta state and final product
- Constructs game scenes with standard and edge-case functionality to ensure existing code quality
- Presents existing games and new beta projects at local conventions and game venues to improve Lost Our Box's marketing and advertisement reach
- Pitches ideas, and votes on other contractors' ideas, of new game projects for Lost Our Box, including time estimates, high-level designs, Sprint-level goals, and expected game mechanics
- C# | Unity | Blender

Team Lead (Contractor)

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, filling knowledge gaps as they learned software engineering concepts
- Facilitated communication among team, and provided guidance for weekly study material through daily standup meetings
- Led several teams of student developers through short product cycles, including product releases, code debugging, stakeholder management, and continuous deployment
- Coordinated with instructors and higher staff to modify and improve lecture material to provide unique perspectives during main course material

EDUCATION

Full Stack Web Development

Lambda School

2019 – 2020

Music Composition

Berklee College of Music

2017 – 2018

CERTIFICATIONS

Oracle Certified Professional:

Java SE 11 Developer

April 2021

Architecting on AWS

November 2021

Developing Serverless Solutions on AWS

December 2021