

Adam Melnyk

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OBJECTIVE A position in the field of Software Engineering with special interests in tools, backend application development, and scalable web services

EDUCATION *Bachelor of Arts*
University of Alberta, Edmonton, AB, Graduated December 2014
Concentration: Computing Sciences
Minor: Philosophy

COMPUTER SKILLS Java, Javascript (ES6), Ruby on Rails, Node.js, Serverless, Bash, SQL, Docker

EXPERIENCE *Software Engineer* October 2017 - Present
HomeAway, Austin TX

- Planned and implemented a traveler selected currency checkout system
- Implemented Paypal payment processing
- Development of Geographical Search API's and tools as a part of the Geo, Search Services Team
- Building scalable web services with *Java*, *Dropwizard*, *Kafka*, and *Elasticsearch*

Software Engineer August 2016 - August 2017
Ownlocal, Austin, TX

- Built pipelines and backend software with *Serverless framework*, with *AWS Lambda*, *Step Functions*, and *S3*
- Automated deploys and personal staging environments with *Bash* and *CircleCI*
- Maintained legacy systems with *Ruby on Rails*, *Docker*, *Rancher OS*, *Redis*, and *MySQL*

Full-Stack Web Developer December 2014 - July 2016
Alberta Motor Association, Edmonton, AB

- Developed microservices, web applications, and APIs with *Ruby on Rails*, *Sinatra*, and *Postgres*
- Built banking calculators using *Ember.js*

PROJECTS **CHIP 8 Emulator:** https://github.com/adammelnkyk/chip_8-emulator CHIP 8 emulator using *Rust*
SCLI: <https://github.com/adammelnkyk/scli> Sonos CLI tool using *Rust*
Gameboy DMG-CPU Emulator: An emulator for the original Nintendo Gameboy using *Rust*
Personal Blog: <https://arm64.ca> Computer science and programming related topics