

Adam Melnyk

(512) 765-3361
adam@adammelnk.ca
<https://www.adammelnk.ca/>
<https://github.com/adarmelnk>

EDUCATION

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

COMPUTER SKILLS

Java, Python, Ruby on Rails, Rust, Node.js, Bash, SQL

EXPERIENCE

- Senior Software Engineer* October 2021 - Present
Seesaw, Remote, San Francisco, CA
- Maintaining a CSV processing pipeline and administrative interface using *Python* and the *Tornado* web server
 - Refactored CSV Tool processor, increasing resiliency, consistency, and test coverage resulting in the fewest bugs during any back to school seasons
 - Upgraded rostering system to use new API's
- Software Engineer* October 2017 - October 2021
Vrbo / HomeAway, Austin, TX
- Architected and modeled a new messaging, informational and error service for a greenfield project.
 - Planned and implemented a traveler selected currency checkout system
 - Developed Geographical Search API's and tools as a part of the Geo, Search Services Team
 - Built scalable web services with *Java*, *Dropwizard*, *Kafka*, and *Elasticsearch*
 - Updated an existing monolith from *Elasticsearch* 1.7 to 5.6
- Software Engineer* August 2016 - August 2017
OwnLocal, Austin, TX
- Built pipelines and backend software with *Serverless framework*, with *AWS Lambda*, *Step Functions*, *S3*, and *JavaScript*
 - 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 web applications with *Ruby on Rails*, *Sinatra*, and *Postgres*

PROJECTS

CHIP 8 Emulator: CHIP 8 emulator using *Rust*
SCLI: Sonos CLI tool using *Rust*
Gameboy Emulator: An emulator for the original Nintendo Gameboy using *Rust*
Personal Blog: Computer science and programming related topics