Los Angeles, CA
https://alvin562.github.io/

Alvin Dantic

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Education

University of California, Irvine
- Graduated Date: June 2017 | Cumulative GPA: 3.5
- Major: Computer Science

Experience

Software Engineer at AT&T Entertainment Group   Aug 2017 - Present
- Worked on multiple projects building the backend systems powering AT&T's new streaming products
- Actively involved in the design and development of multiple multi-tenant microservices supporting different business features within AT&T including much of the cloud dvr functionality and its new traffic and scheduling system
- Led and trained a team of four Software Development Engineers in Test (SDETs) on creating test plans for verifying deployed services functioned properly. Advocated and promoted Test Driven Development (TDD) in a non-TDD environment.
- Implemented features for a service to handle requests to record programs airing at a certain time using Java, Spring and Apache Kafka. Optimized service to process up to 400 recordings per second.
- Reduced total cloud deployment time for services by half by automating preexisting manual tests using TestNG and RestAssured.
- Leveraged different monitoring tools such as Splunk and Kibana to troubleshoot and alleviate production issues within cloud dvr-related functionality

Projects

Allball.herokuapp.com
- Built an experimental socket.io chat application where users can talk about anything and everything basketball in real-time.
- Leveraged the socket.io web framework along with Node.js to handle message delivery between client and server. Designed and developed the front end of the application using the animate.css library for cross-browser animations along with plain html.

Skills

Technical
- Experienced with service oriented architecture (SOA) and restful web services.
- Good understanding of computer science fundamentals including algorithms, data structures, object-oriented programming and runtime analysis
- Modest experience in front-end development for web applications using plain html, css, and javascript

Technologies
- Languages/Frameworks: Java, Python, Node.js, Spring, TestNG
- Web: Javascript, HTML, CSS, Google Polymer
- Database: Couchbase, Elasticsearch
- Technologies/Tools: Apache Kafka, Jenkins, Kubernetes, Maven, Kibana, Npm, Grafana