Andrey Kaipov

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https://github.com/andreykaipov

Experience

Jan 2017 – Present

Software Engineer Intern, *Ultimate Software*, Weston, FL.
Internal Tools & Payroll

- Developed an internal tool for our new product team to help interact with our *CQRS* and *event-sourced* ecosystem of microservices, reducing QA and demo time of back-end features by 50%.
- Rewrote a legacy internal tool as a small suite of *Spring* microservices to help company-wide teams automate and manage their regression testing, saving tons of manual QA time and data entry.
- Strengthened and provisioned the functional test architecture of our Tax Management team by automating their tests to continuously run on their CI to weed out any potential flakiness.

May 2016 – Aug 2016

Software Engineer Intern, *Best Buy*, Richfield, MN.
User Generated Content

- Automated ingestion of an external NLP API on customer review content via *Spring* batch jobs.
- Delivered the ingested data to internal teams by republishing it to an internal and scalable API.
- Researched NLP techniques to potentially perform feature extraction and sentiment analysis in-house.

Education

Dec 2016

BS in Mathematics, *Florida International University*, Miami, FL.
Concentration: Computer Science.
Honors: Summa Cum Laude. Phi Beta Kappa.
Awards: FIU Ambassador Scholar. Florida Academic Scholar.

Aug 2013

AA in Nursing, *Miami-Dade College*, Miami, FL.

Projects & Open Source Contributions

MongoDB Pool

A small wrapper around the native *MongoDB Node* driver designed to make managing the internal connection pool easier.

- https://www.npmjs.com/package/mongodb-pool
- https://github.com/andreykaipov/mongodb-pool

Shoutbox Services Suite

A suite of microservices in charge of scraping live messages from a gaming forum's chat.

- Goal is to improve web accessibility and UX for users via speech recognition and data visualization.
- Services are background *Node* workers interacting with one another via *RabbitMQ*.
- https://github.com/andreykaipov/shoutbox-services-suite

Object Editor

A front-end app to edit and play around with `.obj` geometry files.

- Helped fix a few bugs in the *three.js* project's `OBJLoader`.
- http://kaipov.com/obj-editor

Skills & Tools

Languages

JavaScript, TypeScript, Java, Kotlin, Groovy, Ruby, Python, C.

Technologies

Node, Spring, Spock, RabbitMQ, MongoDB, SQL, Angular, Docker, AWS, CloudFlare, Concourse, TeamCity, Terraform, UNIX, Git, LaTeX.