

ANGEL CONTRERAS

SOFTWARE ENGINEER

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Website: <https://angelc.dev>

Professionally driven and known for being persistent and finding logic based creative solutions. Thrives in an environment that constantly embraces new technologies.

Skills include:

Full Lifecycle Software Development / Unit , Integration, and Automation Testing / Advance Debugging / CI & CD / SAFe / Version Control (Git)

TECHNICAL SKILLS

Programming: Javascript, SQL, Swift, Obj-C, Java, ZSH
Software: XCode, Android Studio, IntelliJ IDEA, Visual Code Studio, Git, Jira, Confluence, Charles Proxy, Postman, Splunk, Kibana, Rigor
Frameworks/Libraries: React, iOS, Springboot, Redux-Sagas, GraphQL, JPA, Hibernate, MySQL, Flutter
Operation Systems: OS X 10.6+, Windows 7/8/10, Linux

WORKING EXPERIENCE

TICKETMASTER, May 2017 - Present

Software Engineer II

- Work closely with senior and qa engineers to implement, test, and deploy new features on multiple B2B products
- Write maintainable, extensible, and well documented code in a team environment
- Work effectively with design teams to ensure software solutions elevate client side experience
- Collaborate closely with other team members to plan, design, and develop robust solutions for road map features
- Strict enforcer in reducing the amount of manual regression tests with unit
- Technical writer of our SDK's integration and reference documentation on the company's developer website in a clear and understandable language for clients to reference when integrating our SDK
- Set up a gitlab pipelines to test, build, and deploy backend services and client facing apps using Blue-Green deployment strategies to AWS using Terraform, Docker, and AWS CLI tools
- Provide user-requirements analysis, design and programming support for enhancement of applications use by major clients such as NBA, NFL, and NH
- Work directly with clients, managers and technical staff to understand business needs, develop technical plans, and deliver impactful solutions that solve client problems all within SAFe methodologies
- Contribute to the development of a service that interacts with printer drivers to print RFID enabled tickets to PCL and FGL printing formats.
- Wrote unit, integration, and automation tests for production code with high level of coverage and effectiveness for React, iOS and Java applications
- Work on limited or no guidance and consistently deliver on commitments

Mobile Engineer Intern

- Wrote Automation Tests for an iOS SDK and Ticketmaster's core iOS application to ensure scalability and robustness
- Implemented new features and the necessary unit and automations tests to cover the new code
- Configured a gitlab pipeline to run unit and automations tests on every git push
- Participated in white boarding with Senior Developers to find solutions for problems with traffic, commerce, dependency issues, and refactoring

VALLARTA FOOD ENTERPRISES, Jun 2012 - Aug 2016

I.T. Inventory Manager and Purchasing Coordinator

- Created applications to stream line processes for the Accounting Department using Microsoft Access, Excel, SQL, and Visual Basic
- Created an Inventory application with Access to track corporate assets

PERSONAL PROJECTS

The Way Works LLC, May 2015 - Present

Full Stack Engineer/Designer

- Designed client facing applications using Sketch and other prototyping tools to plan and layout UI components before commencing software development
- Created a Springboot Rest API integrating an AWS RDS (MySQL) to serve necessary data to a mobile and web applications
- Built an iOS and React app for the client side based on mocks previously planned
- Set up an AWS EC2 instance to host the Springboot Rest API using Terraform and AWS CLI tools to be able to scale as necessary

EDUCATION

PIERCE COLLEGE, 2011-2012

Mathematics / Computer Science

COLLEGE OF THE CANYONS, 2009-2010

Architecture