

Arlo J. Herrine

1803 Taron Cove, Round Rock, Texas 78681

☎ 512-799-6701 | ✉ arloherrine@gmail.com | 🏠 <https://arloherrine.github.io>

Experience

Indeed.com

<http://www.indeed.com>

SOFTWARE ENGINEER

August 2014 - Present

- Improved job posting javascript frontend using Closure library and compiler with soy template
- Added new features, fixed bugs, and improved performance on Java/Spring/Tomcat backend. The backend also used MySQL, MongoDB, and RabbitMQ
- Implemented and supported internal tooling for other engineers
- Created internal developer environment system using bash and python scripts around docker
- Maintained and improved internal deployment management webapp using a soy template with JQuery frontend and a Java/Spring/Tomcat backend interfacing with git and Gitlab and Atlassian APIs
- Proctored and graded coding exams for interview candidates
- Built a new system to aggregate data on code changes and then make automated merge decisions for continuous delivery
- Designed and implemented fast tool for querying, filtering, and caching production and QA logs

IPsoft

<http://www.ipsoft.com>

RESEARCH AND DEVELOPMENT ENGINEER

February 2013 - August 2014

- Led a geographically separated team of developers in the creation of a new artificial intelligence system for human interaction, supported by relational and graph databases
- Estimated and assigned new features and bugs to my team
- Managed the project using agile methodologies
- Designed and implemented a first order logic engine for interpreting and then acting upon natural language
- Conceived and realized the machine learning system for dynamically creating and executing new business processes
- Fine tuned module for understanding, analyzing, and storing natural language, then generating natural language responses
- Demonstrated and explained the functionality and design of the system to high level executives at enterprise clients

Google

<https://www.google.com>

SOFTWARE ENGINEER

February 2012 - February 2013

- Developed library for deploying video ads in client applications
- Fixed bugs in Flash, Javascript, iOS, and Android versions of the library
- Designed and implemented an original new version of the Android library
- Created a new version of the library for Samsung smart TV
- Maintained and expanded unit and integration tests
- Managed public releases of the library
- Meticulously documented all code changes and new additions

Micros Retail Systems

<http://www.microsnyc.com>

ASSOCIATE APPLICATIONS ENGINEER

August 2010 - March 2012

- Developed Java point of sale application
- Developed and deployed iOS point of sale application
- Designed and implemented customer specific modifications
- Interfaced with customers to determine requirements for modifications and configurations
- Worked with quality assurance to resolve feedbacks

TerraCycle

<https://www.terracycle.com>

INTERN

June 2009 - August 2009

- Constructed database using PHP and MySQL
- Managed variety of customer service information
- Interfaced with customers and solved customer problems

Oberlin College

<https://home.oberlin.edu>

LAB TEACHING ASSISTANT

September 2008 - December 2009

- Assisted students with Computer Science projects
- Explained concepts to students

Environment America

<http://www.environmentamerica.org>

FIELD MANAGER

June 2008 - August 2008

- Canvassed areas of the greater Philadelphia area for environmental issues
- Solicited for and collected donations
- Trained new canvassers
- Coordinated areas for others to canvas
- Lobbied members of the Pennsylvania government

Education

Oberlin College

3.67 GPA

BACHELOR OF ARTS IN COMPUTER SCIENCE

September 2007 - May 2010

Skills

Java

Experienced

JAVA 6 JAVA 7 JAVA 8 SPRING ECLIPSE INTELLIJ IDEA GUAVA

Python

Experienced

PYTHON 2 PYTHON 3 VIRTUAL ENV

Rust

Intermediate

Go

Intermediate

Web Development

Experienced

JAVASCRIPT JQUERY AJAX CLOSURE SOY TEMPLATES HTML HTML5 CSS

GNU/Linux

Experienced

BASH ZSH SHELL SCRIPT

Databases

Experienced

SQL MYSQL MONGODB CASSANDRA

Mobile

Experienced

IOS OBJECTIVE-C XCODE ANDROID ANDROID STUDIO