AUDREY EKSTROM

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Education

Oregon State University Sep 2021 - Jun 2025

Bachelor of Science in Computer Science (GPA: 4.00 / 4.00) *Corvallis, OR*

Relevant Coursework: Data Structures, Algorithms, Software Engineering, Database Management, Parallel Programming, Discrete Mathematics, Operating Systems, Assembly, Mobile Development, Cybersecurity, Computer Networks

Experience

Site Reliability Engineer Aug 2025 – Present

Nike, Inc. *Beaverton, OR*

- Developed and maintained tools, dashboards, and automation using AWS, New Relic, and Splunk to improve reliability and observability of high-traffic platforms (Nike App, Nike.com), reducing alert noise by 90%.
- Collaborated with frontend and backend engineering teams to define SLOs/SLAs and implement reliability improvements, using metrics, logs, and traces to troubleshoot and fix production issues.
- Built scalable, reliable infrastructure and automated operational workflows, supporting record-breaking holiday traffic that surpassed forecasts while maintaining 99.99% reliability and availability.

Software Engineer Intern Jun 2024 – Aug 2024

Nike, Inc. *Beaverton, OR*

- Built Storepedia, a React + TypeScript internal web app for Nike retail, providing a centralized knowledge base that reduced tech ticketing and improved store efficiency.
- Engineered and deployed scalable cloud infrastructure with AWS (S3, Route 53, SSL, DynamoDB, EC2) and Jenkins; containerized the app with Docker to ensure consistent environments across development and production.
- Collaborated with team to develop automation tools, including an RDS Sweeper that paused inactive databases, saving $1,700/day, while collaborating with UX designers to optimize user experience.

Student Software Developer Oct 2023 – Jun 2024

Oregon State University Information & Technology *Corvallis, OR*

- Designed and implemented scheduled Apache Airflow workflows, automating team notifications and operational processes, reducing manual effort and improving task reliability.
- Modernized Python workflows by migrating from deprecated libraries to supported SDKs, cutting technical debt and minimizing maintenance risk
- Built GitHub Actions CI pipelines to automatically test workflows and enforce dependency hygiene, increasing code quality and preventing workflow failures.

Projects

Deus | *React*, *TypeScript*, *JavaScript*, *REST APIs*

- Built an interactive web application for learning sheet music using real-time keyboard input, synchronized visuals, and audio feedback.
- Implemented client-side logic to parse and dynamically render sheet music and rhythm exercises in the browser.
- Integrated an AI-powered feedback system to evaluate accuracy and generate user-specific performance feedback.
- **First Place Winner** — BeaverHacks Hackathon (ACM: Future of Learning Award).

C Shell | *C*, *Linux/Unix*, *Operating Systems*

- Developed a Unix-based C shell supporting Linux command execution, process control, signal handling, input/output redirection, and foreground/background job management.

Flavor Flick | *Kotlin*, *Android*

- Developed an Android recipe discovery app using the MealDB API, allowing users to browse, save, and journal recipes.
- Implemented Activity Lifecycle and ViewModel architecture to manage state, persist user preferences, and ensure efficient data handling.
- Added features to export saved recipes as PDFs to Google Drive and open external links in YouTube or a browser.

Technical Skills

Languages: C/C++, Python, HTML/CSS/Node, JavaScript, SQL, Kotlin
Software: Fullstack, Jira, DevOps, Agile, Git, Docker, GitHub, AWS, Firebase, React, Jenkins, CI/CD, Cypress, Jest