

Motivated self-learner who believes that working with multi-disciplinary teams engineers better software solutions. Passionate about exploring new topics such as the optimization of cloud-based systems in a variety of operating circumstances, particularly in data-driven applications and solutions.

Skill and interest areas include:

- Microservice Design and Implementation
- Building Diverse Teams around CI/CD Processes
- Design of Full Stack Data-Driven Applications
- Application of Agile to Cross-Team Coordination

Education

M.S. Software Engineering, Rochester Institute of Technology, 3.8/4.0, May 2022

B.S. Software Engineering, Rochester Institute of Technology, May 2021

Relevant Experience

Cloud Software Engineer, Deka Research & Development, August 2022 to Present

Cloud Engineer on the Cloud Platform Team. Team directive is to build and maintain the IoT Device Management Platform in use by other teams at Deka.

- Designed and implemented a Logging Aggregation Model to replace an older, slower, out of date approach. Required to present design to team and Tech Leads from several teams and implement feedback before beginning implementation.
- Designed and implemented a service in Go that provides lifecycle management of files using AWS S3.
- Day to Day work of fixing defects and supporting use of Platform
- Tools: AWS, Kubernetes, Go, GoFiber, Java, Fluentbit, Bash, Terraform, Docker, Spring Framework, Kanban

Software Engineering Co-op, Neustar, Fall 2019, Fall 2020, Summer 2021

Full-Stack engineer on a team of globally located engineers working on a variety of projects relating to a customer-facing system that supports customer relations.

- Using a set of aggregated data from Neustar's various systems, tasked with implementing necessary back-end and front-end components for an interface to view and interact with the data
- Worked with various engineers, product managers, and UI designers to fully understand the existing system, detailed requirements, and the desired interface
- Resulting interface in testing and set to be released for use by a significant portion of the client base
- Tools: React, Kanban, NodeJs, Java, Spring Framework, Gerrit, Git, Redux, Saga, Jira

Software Engineering Co-op, Covetrus, Summer 2019

Worked with a team of engineers from different parts of the organization all working on projects relating to the ongoing improvement and stability of business systems.

- The project was a rudimentary system designed to give on-call engineers insight into production systems to assist in support tickets. Tasked with making improvements through bug fixes and UI adjustments and implementing an entity viewer for production databases and their relationships
- Worked with the initial creator of the existing tool to fully understand the system and devise new requirements. Solicited other engineers for additional requirements and improvement suggestions
- Resulting features were in production at time of departure and used daily by engineers
- Tools: Java, Spring Framework, React, Javascript, Redux, Webpack, Thymeleaf, Scrum, Jira, Git