# Saul Reyna

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## Education

**Bachelor of Science - Computer Engineering/Computer Science** **Aug 2018 - May 2022**
*Northeastern University* *Boston, MA*

## Experience

**Dell EMC** **May 2022 - Present**
*Software Engineer I* *Hopkinton, MA*

- Streamlined infrastructure for collecting telemetry data from an Envoy proxy and producing it to Kafka topics that allowed consumption from an Elasticsearch instance and various teams
- Rebuilt an internal tool's backend used to manage access to the team's virtual machines and startup Docker containers as developer workspaces from Typescript to Golang
- Launched a developer tool that utilized a novel tree-based cache algorithm to speed up the process of building Docker images using Svelte and Python by 35%

**Motorola Solutions** **Jul 2021 - Dec 2021**
*Full Stack Engineer* *Somerville, MA*

- Restructured part of the company's monolithic application responsible for registering and handling heartbeats into a micro-service using C#, Redis, and Azure Kubernetes Service to reduce dropped heartbeats by 20%
- Fixed common vulnerabilities and exposures in our website implementation of authorized session management and cookie handling
- Maintained the company flagship product's frontend React code by fixing reported bugs and integrating requested features from stakeholders and product managers

**Verisk Analytics** **Jul 2020 - Dec 2020**
*Software Quality Assurance Co-op* *Boston, MA*

- Streamlined the process of regression and benchmark testing for the company's software suite by creating a tool written in Python that automatically generated test data, speeding the manual process by 75%
- Optimized and created UI and API tests to run against the company's desktop applications using Gherkin, C# and SpecFlow, decreasing test run time by 10%

## Notable Projects

**raichu** ***a web app to manage Hue lights*** **Spring 2024**

- Created Rust bindings for the Phillips Hue API, which allowed the ability to get and modify the state of a users's lights, rooms and scenes that were exposed through a gRPC server
- Architected a Next.js app to collect Hue data from the Rust bindings via a gRPC client and provider interactivit with the Hue state, such as brightness control and turning a room's lights on

**klefki** ***a password manager*** **Summer 2023**

- Designed a backend API with Golang that interacted with a Postgres database to store encrypted account passwords and handle new site logins
- Constructed the frontend using Svelte and styled with Tailwind CSS, which would be statically built and served using Golang's chi router package

**mimikyu** ***a tool to draw with RPi*** **Spring 2023**

- Built an application that to control an LED matrix through a web interface made with Preact.js and a web server built with Rust's Axum framework
- Implemented a WebSocket client/server to allow real-time communication between the web interface and the Raspberry Pi GPIO pins to allow for a synchronized state

**covey.connect** ***a social platform*** **Spring 2022**

- Conceptualized and integrated a new feature into an existing codebase to let users customize their profile, add other users as friends and persist their data across sessions
- Facilitated team members on the appropriate next steps based on their ability and strengths that would allow the team to stay on track to meet class deadlines
- Evaluated technologies and tools to add to our tech stack to increase developer experience and project maintainability