

PROFESSIONAL EXPERIENCE

Sr. Software Engineer	UnitedHealth Group	January 2020 - Present
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UHG Research and Development, Individual Health Record

- Architected and implemented a redesign of an internal rules engine from Java to C++.
- Created and maintained a reusable Jenkins CI/CD pipeline for C++ projects used across the entire team.
- Deployed, maintained, and actively monitored Kubernetes containers for multiple applications.

Software Engineer	Optum	June 2018 - January 2020
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OptumHealth Technology, Behavioral Health

- Reduced deployment time by converting monolithic APIs into several microservice APIs.
- Improved deployment process by implementing Jenkins Pipeline as Code drastically lowering the learning curve for deploying applications.
- Designed and Implemented several services/applications from backend REST APIs and batch jobs to front facing admin tools.
- Led culture shift to implement company best practices for every layer in our technology stack.
- Created Splunk dashboard for monitoring success rate of APIs.

Tech Dev Prgm Sr Assoc	Optum	January 2018 – June 2018
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OptumHealth Technology, Behavioral Health

- Modernized legacy Spring APIs into Spring Boot APIs built on top of Spring Cloud Netflix.
- Individually increased unit test coverage from 5% to 50%.
- Piloted the adoption of cypress.io for end-to-end testing.

Tech Dev Prgm Sr Assoc	Optum	June 2017 – December 2017
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Prior Authorization Source of Truth Web App

- Developed user interface using JavaScript, HTML, CSS on top of a content management system.
- Developed back end APIs with ASP .NET Core accessing Microsoft SQL Server databases.

TECHNICAL SKILLS

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- **Languages:** Java, C/C++, JavaScript/TypeScript, HTML/CSS, SQL, Bash, Python, C#
 - **Frameworks and Libraries:** Spring/Spring Boot, React, Next.js, Spring Cloud Netflix
 - **Tools:** Docker, Kubernetes, Kafka, Jenkins, Git, GraphQL, Splunk, IntelliJ IDEA
 - **Databases:** MongoDB, MySQL, PostgreSQL, Microsoft SQL Server
 - **Operating Systems:** macOS, Linux, Unix

EDUCATION

Duluth, MN	University of Minnesota	Fall 2013 – May 2017
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- B.S. in Computer Science. GPA: 3.7/4.0
- B.S. in Mathematics. GPA: 3.8/4.0
- Graduated Cum Laude