

Caidan Steven Williams

Date of Birth: January 21, 1999

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Education

Pueblo Community College | August 2019 - Present

- Bachelor of Computer Science

Work Experience

Software Engineering at GitPrime Inc. | August 2018 - Present

- Converted front end and back end applications to run in docker containers, and modified the Jenkins pipeline to build and maintain the images.
- Created new features for the data processor based on a specifications document.
- Designed and developed unit/integration tests for the back end spring boot data processor.
- Found, ticketed, and fixed bugs in the data processor.

Software Engineering Intern at GitPrime Inc. | May 2018 - August 2018

- Designed and developed unit/integration/regression tests for the front end django server.
- Created an internal tool to emulate external vendors with seeded data generation.
- Created proof of concept projects for internal use.

REFERENCES AVAILABLE UPON REQUEST

Skills

Languages:

- Java/Kotlin, Python, JS/CSS/HTML, SQL

Tools:

- Git & Hosted Git (GitHub/GitLab/BitBucket), cURL, nmap, Vim, Maven/Gradle, Pip/PipEnv/VirtualEnv

Technologies:

- Bash, Jenkins, Docker & Compose, REST/HTTP
- Relational Databases (PostgreSQL, SQLite), NoSQL (MongoDB)
- Linux Desktop and Server (RHEL/CentOS, Ubuntu)

Frameworks & Libraries:

- Java: JavaFX/Swing, Hibernate, Spring Boot, JUnit, Logback
- Python: Django, Django ORM, Django REST Framework, Flask, Scrapy, Requests, SQLAlchemy, Jinja2

Public Projects

[noobcoin](#):

- Cryptocurrency built using Java and the Spring Boot framework.

[Java Design Patterns](#):

- Demonstrates solid understanding of common patterns in software development that provide a strong foundation for maintainability.

[isle-bot](#):

- Side game that I have developed in my free time, uses the messaging platform *Discord* to receive and return text based commands. Utilizes asynchronous patterns to cut out wait time on network calls, store player/world information in SQLite database, and handles real time fights between players using emojis as action choices.