Cody Zuschlag
Senior Software Engineer

American Citizen
French Residence Permit
English (Native) and French Languages

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https://github.com/codyzu

PROFILE

A node.js expert specializing in back-end services including REST API's, micro-service architecture, and relational and NoSQL databases. I am a highly motivated, hard working, professional engineer with a passion for communication, open source, and all things node.js who thrives in a challenging team orientated work environment.

COMPUTER SKILLS

Node.js:

npm, es2016, babel, hapi, express, mocha, istanbul, gulp, pouchdb, offline-first

Languages:

JavaScript, Java, C#, C++, C, Objective-C, Python, Groovy

HTML, CSS, JSON, XML, YML, ASP.NET

UML, PL/SQL, Bash, ADO.NET, Lua

Software:

Atom, IntelliJ IDEA, Eclispse, Visual Studio, IAR-EWARM

Jenkins, Maven, Sonar, NuGet, Git, Subversion

InfluxDB, Grafana, Graphite

Docker, VMWare ESXi, Ansible, Kubernetis

Microsoft Office, SharePoint, Enterprise Architect, VersionOne, PhotoShop, Gimp

Hardware:

Logic synthesis for FPGAs and PLDs in VHDL, Verilog, Schematic

Quartus 2, Leonardo Spectrum, and Modelsim

USB, Ethernet, I2C, SPI, CAN, LIN, Serial

Operating Systems:

Microsoft Windows, Windows Server, Windows Compacted Embedded

Apple Mac OS X, iOS

Unix, Linux, Ubuntu, Arch, Debian, CentOS, openSUSE, QNX

CARREER SUMMARY

SENIOR SOFTWARE ENGINEER II Axway, Annecy-le-Vieux, France	2013 - Present
SOLUTION DEVELOPER BeauTec, Epagny, France	2011 - 2013
SENIOR FIRMWARE ENGINEER Hamilton Company, Reno, Nevada, U.S.A.	2009 - 2011
FIRMWARE ENGINEER International Game Technology, Reno, Nevada, U.S.A.	2007 - 2008

EDUCATION

Bachelor of Science in Software Engineering Technology   2007
Top of class with honors and multiple awards for academic excellence
OREGON INSTITUTE OF TECHNOLOGY
Klamath Falls, Oregon, U.S.A.

Bachelor of Science in Computer Engineering Technology   2007
Top of class with honors and multiple awards for academic excellence
OREGON INSTITUTE OF TECHNOLOGY
Klamath Falls, Oregon, U.S.A.

Professional Experience

SENIOR SOFTWARE ENGINEER II
AXWAY, Annecy-le-Vieux, France, June 2013 – present
Market leader in software and services that govern the flow of data

- Developed node.js back-end micro-services delivered in docker images for cloud deployment (using Kanban methodology).
- Presented and facilitated workshops to train employees to use new node.js technologies (including migrating services from express to hapi).
- Developed and tested user stories for a large scale OSGi and MongoDB based web application written in Java, JavaScript (backbone and jQuery), HTML5, and CSS (less) (using Agile Scrum methodology).
- Architected a performance testing strategy and led a team of developers in its implementation (using on-site VMWare ESXi servers and Amazon AWS cloud). Visualized performance results with InfluxDB and Grafana.
- Designed, implemented, and led an automated migration for a major version change with a team of developers.
- Developed test tooling in Python and BDD (jBehave).
- Authored a Capacity Planning Guide that provided recommendations for large scale deployments based on performance test results.

SOLUTION DEVELOPER
BEAUTEC, Epagny, France, March 2011 – February 2013
Developer and vendor of integration software and solutions, specializing in the petroleum refinement industry

- Developed modular integration software based on .NET technologies (C#, ASP.NET, ADO.NET, and SQL Server).
- Interfaced to business logic implemented in PL/SQL (Oracle DB).
- Developed ADO.NET interfaces to 3rd party libraries (SAP, OPC, SciForma, and OSISoft Pi System) that were consumed in a modular integration solution.
- Developed custom integration solutions in Java and ported applications to iOS (Objective-C).
- Implementation of work process improvements including continuous integration, distributed source control, and style guides.

SENIOR FIRMWARE ENGINEER
HAMILTON COMPANY, Reno, Nevada, U.S.A., January 2009 – February 2011
Designer, developer, and manufacturer of precision liquid handling robotics (laboratory and manufacturing instruments)

- Developed firmware in C++ for ARM based microprocessors with an emphasis on precision motion control and stepper motors.
- Developed firmware that interfaced to memory mapped I/O devices.
- Developed C# libraries for interfacing to low-level functionality using RPC calls over various transports (TCP/IP, CAN, LIN, SPI, I2C, and RS-232).
- Developed embedded controller using Windows Compact Embedded including device drivers (C++ and C), API libraries (C# using managed to unmanaged interops), Board Support Package (C++ and C), applications (C#).
- Authored ISO 9001 documentation including requirements, design, and validation documents.

FIRMWARE ENGINEER
INTERNATIONAL GAMING TECHNOLOGY, Reno, Nevada, U.S.A., July 2007 – November 2008
Word leader in in gaming and lottery systems

- Developed firmware for USB controlled peripherals (C and Assembly) using motion control and PWM algorithms.
- Designed and implemented a networking protocol for a multi-player "community play" game (C++).
- Game development using an internally developed game engine (C++) running on top of QNX operating system.
- Authored technical documentation.
- Developed and maintained testing tools (C#).