Connor Lunsford

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Software Engineer with experience in feature-focused full-stack development, front-end development, and testing.

TECHNICAL SKILLS & PROGRAMMING LANGUAGES

Python, JavaScript, TypeScript, React.js, Redux, Node.js, Next.js, HTML/CSS, C, C#, Java, Bash, PowerShell, SQL.

PROFESSIONAL EXPERIENCE

CHEWY – Software Engineer I

12/2022 - present

- Modified and deployed an internal tool that ran simulations on inventory on AWS, utilizing ECS and S3 using boto3.
- Analyzed AWS infrastructure and restructured a tool to use less storage, thus increasing cost savings for the company.
- Worked with SQL queries in order to optimize them for AWS hosted Aurora Postgres, leading to a 21x increase in speed.

DOCUSIGN - Software Developer, Rotation Program

10/2021 - 10/2022

Worked on two full-stack development teams for 6 months each on product features, internal tools, and code examples. **Click Team**

- Directly worked on the multi-million-dollar revenue-generating <u>Elastic Signing</u> product with a team of 6 developers.
- Utilized React.js and Typescript to create new features for the Elastic Signing web application currently in production.
- Created a custom field feature which generated over 2 million dollars in revenue for the Elastic Signing product.
- Set up a GitHub and Jenkins integrating pipeline tool that published coverage reports for open pull requests.
- Refactored and created new unit tests with Jest/XState to increase testing coverage from 68% to 80% line coverage.

Developer Content Team

- Acted as the sole developer on an internal tool that interfaced with Jira and Google APIs to automate repetitive Jira tickets.
- Created and deployed a user interface for the tool using Next.JS and AWS which is now used to create 50 tickets per month.
- Added functionality and created code examples utilizing 5 of DocuSign's REST APIs in 8 programming languages.
- Wrote several blog posts for the DocuSign developer blog detailing features and use cases of DocuSign products.
- Worked with a team of 15 developers, UI/UX designers, and technical writers in an Agile Scrum framework.

XEVO - Contract Software Development Engineer I

03/2021 - 07/2021

- Partnered with the DevOps team to create automation and CI/CD tools using Ansible, Terraform, and Python.
- Utilized many AWS tools and services such as EC2, S3, ECS, and Lambda using command line interface and code.
- Assisted the Mobile Development team with a refactoring of a Java Android Library using MVVM design techniques.

PROJECTS

React Portfolio - Personal Project

github.com/connorlunsford/portfolio

- · Performed full redesign of an original portfolio in React.js, showcasing proficiency with React.js, CSS, and Web Engineering
- Small projects were displayed, showing use of state, forms, and other React.js and front-end development skills.

Planet Zoo Compatibility Finder - Personal Project

github.com/connorlunsford/planet-zoo-compatibility-finder

- Developed a custom command line tool using Python that finds a list of compatible entities in a matrix based on a score.
- Built a recursive algorithm that finds a list of every possible permutation with a minimum standard score.

Text-Based Adventure Game - Oregon State University

github.com/connorlunsford/text-based-adventure-game

- Designed and implemented a text-based RPG system similar to Zork using object-oriented design in Python.
- Created a user interface using the command line and a natural language processor developed specifically for this project.

Clear Creek Zoo Database Management App - Personal Project

github.com/connorlunsford/clear-creek-zoo

- Designed and managed a SQL database and a RESTful API that would handle create, read, update, and delete requests.
- Created a website that integrated front-end and back-end technology platforms using JavaScript and Node.js.

EDUCATION

Bachelor of Science (BS) in Computer Science
OREGON STATE UNIVERSITY

Bachelor of Science (BS) in Health Science; Minors in Chemistry and Biology
WHITWORTH UNIVERSITY