

Derek DeLizo

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Software Engineer with 6 years experience using creativity, and problem-solving to develop user-friendly applications for customers in a diverse multi-disciplinary team

ACCOMPLISHMENTS

- Selected to configure a React-based Smart Hospital application for customer onboarding and revenue growth.
- Refactored code for embedding PowerBI visuals, reducing page load times by 10%, enabling PowerBI team to independently update reports, saving the client costs and freeing up developer resources.
- In 2022 created GCP Cloud functions using Javascript to automate tasks for the QA team, resulting in a time-saving of 5+ hours per week when testing complex tickets and led to the discovery of a critical backend bug.
- Selected by senior leadership to support the development of a digital dashboard that was behind schedule, successfully implementing features and resolving bugs to ensure the on-time release of the product.
- In 2022 built a bi-lingual website from scratch that made e-commerce more accessible and feasible for Native American business owners to move their businesses online.
- Chosen from a pool of 8 candidates to build a prototype Unity-compatible mixed reality controller to be used with the Vulcan Holodome

CORE COMPETENCIES

ES6 Javascript | C++ | Google Cloud Platform | Cloud Technologies | Process Improvement | Cross-Discipline Collaboration | Product Validation | Research | Agile | Quality Assurance | Java | React | Node.js | C# | MongoDB | Python | Critical Thinking | Conflict Resolution | MySQL | Executive Communication | Complex Problem Solving

LEADERSHIP PRINCIPLES

Ownership | Invent and Simplify | Learn and Be Curious | Think Big | Strive to be a Connector

RECOMMENDATIONS

“Consummate professional with the ability to lighten the mood under tight deadlines. When I think of the old saying that intelligence is the ability to explain high level concepts simply, I think of Derek.”

Marcos Trejo | Fullstack Developer | University of Washington | Teammate

“Derek was balancing a lot of different things, always had a full plate and was still picking up the slack. Derek seems to never have a hard time with that. Even while they were in classes, they were able to balance duties and responsibilities.”

Aina Braxton | Assistant Director | Digital Future Lab | Manager

PROFESSIONAL WORK EXPERIENCE

Software Engineer I

Nov 2021 - Present

Leverage LLC, Rockville, Maryland

Application Configuration 60% | Process Improvement 25% | Cross-Team Collaboration 15%

- Setting up the application to support new customers. Implementing new features for the client and improving on old ones.
- Creating scripts to automate tasks for the QA team saving them time and enabling them to test more complex features. Writing automation scripts to reduce developer time when deploying the application and when setting up a new customer
- Working with Program Managers, Product owners, designers, and QA to refine requirements for a feature. Providing developer input when a feature either can't be implemented or the requirements need to be modified.

Software Developer

Apr 2022 - Aug 2022

King County, Seattle, Washington

Frontend Engineer 70% | Product Validation 20% | Git Master 10%

- Worked with UI designs to build responsive pages for the site, made the site more accessible by enabling users to switch between spanish and english, fixed bugs related to functionality and styling

- Reviewing the website and validating all features are working as intended, all pages link correctly, and the site loads correctly on mobile and other browsers
- Responsible for training the team on best git practices, creating rules for code changes, and managing site deployments

Systems Engineer

Apr 2019 - May 2021

PACCAR Inc., Kirkland, Washington

Cross-Team Collaboration 60% | Embedded Development 30% | Event Planning 10%

- Collaborated with product owners, hardware engineers, and software developers to define requirements for the software team that would support the hardware and wiring installed on the trucks
- Refactored code for embedded devices to save on memory and resolve bugs. Implemented new features to help meet an impending deadline
- Worked to create events that would encourage employees to socialize with each other. Such as forming a cereal club that employees from different departments would attend every Friday. Creating arcade style games during charity week that would encourage employees of different departments to visit.

Lead Game Designer

May 2015 - Dec 2018

Digital Future Lab, Bothell, Washington

Team Management 60% | Curriculum Development 25% | Product Validation 15%

- Managed a team of 6 using agile workflow by planning weekly sprints and creating tasks in GitLab to track project completion, documenting design processes and system specifications for Ghostlight Manor and two internal projects
- Built a training curriculum with the creative director for teaching ad hoc design practices and effectively transitioning designers into the studio's production pipeline. Working with developers to create proprietary tools that enabled designers to rapidly create new level designs and features
- Reviewed and validated games thoroughly to identify and correct any potential bugs, errors, and other performance issues before showcasing at major industry events like Emerald City Comic Con, Geek Girl Con, and the Sally Ride Inspire STEM Festival

Unity Developer

Oct 2016 - Feb 2017

Vulcan LLC, Seattle, Washington

Unity Development 60% | System Design 25% | Product Validation 15%

- Coded a unity application using C# that enabled multiple users to interact with objects in 3D space using a mixed reality controller.
- Identified hardware and software components that could seamlessly integrate with Unity. Established a pipeline for transmitting rotation values from the hardware and accurately translating them into the Unity coordinate system.
- Made a test plan to validate hardware and software components were integrated correctly after each phase of development

EDUCATION AND PROFESSIONAL DEVELOPMENT

Full Stack Development Certification

Jun 2021 - Aug 2021

University of Washington, Seattle, Washington

Bachelor of Science in Electrical Engineering

Sep 2014 - Aug 2018

University of Washington Bothell, Bothell, Washington

PUBLICATIONS

Journal of the Acoustic Society of America - Acoustic localization of crows in pre-roost aggregations

<https://doi.org/10.1121/1.5138133>

AWARDS

Eagle Scout – Boy Scouts of America