DEVIN TARK
Software Engineer

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Education

University of Illinois at Urbana Champaign   **2020**
Master's in Computer Science | GPA 4.0   *Champaign, IL*

Cornell University   **2014**
B.A. History | GPA 3.5   *Ithaca, NY*

North Carolina State University   **2018**
Computer Programming Certificate | GPA 3.27   *Raleigh, NC (Remote)*

Technologies & Skills

Languages: Java, SQL, Kotlin, Python, Javascript/Typescript
Technologies/Frameworks: Spring Boot, APIs, Postgres, Docker, AWS, React, JUnit, Jenkins, Linux, NodeJS, Kibana
Other: Volunteer mock interviewer for CUNY Tech Prep, Open Source contribution Mockito

Experience

Quartet Health   **Jan 2021 - Present**
Core Platform Engineer (Java, Kotlin, Typescript/React)   *New York, NY*

- Developed, maintained, and improved upon a Spring-boot powered API service for a health platform
- Designed and optimized PostgreSQL queries, cutting transaction times by as much as 80%
- Developed and tested AWS lambda expression to ingest CSV files upon receipt and consume by the API
- Identified, investigated, and resolved bugs in production; added to on-call rotation within 3 months
- Managed, coached, mentored a summer intern; onboarded, assigned tasks, professionally developed.

United States Army (Joint Readiness Training Center)   **Jul 2018 - Aug 2019**
Captain, Director of Network and Technology Support   *Fort Polk, LA*

- Trained Soldiers in Foreign Military Advising to conduct Security Force Assistance around the world
- Delivered communications and technical support to eight advising courses per month worldwide
- Forecasted annual budget requirements for over $1 million and procured IT equipment to support operations

United States Army (101st Airborne Division)   **Dec 2015 - Jan 2018**
First Lieutenant, Manager, Networks & Technology (Reconnaisance)   *Fort Campbell, KY & Kosovo*

- Led a team of fifteen Soldiers to provide robust communications architecture to a combat cavalry squadron
- Integrated systems from various platforms (vehicular, portable, airborne) to support combat training missions
- Conducted network planning for joint NATO operations in a forward deployed environment

United States Army (Eighth Army)   **Dec 2014 - Dec 2015**
Second Lieutenant, Network & Systems Engineer (Military Intelligence)   *Seoul, Republic of Korea*

- Planned deployment of network systems in tactical environments to advance Intelligence Operations
- Managed five networks at various classification levels to serve over 100 users in austere conditions

Project Highlights

Web Diplomacy   **Feb 2021**

- Designed and implemented a web-based version of the classic board game Diplomacy
- Displayed board state, allowed asynchronous user input, multiple game rooms, game creation and more
- Utilized: NodeJS, Express, React, Redux, MongoDB, Heroku

iRobot Explorer   **Dec 2019**

- Programmed a RaspberryPi utilizing the OpenInterface library to control a roomba robot
- Handled navigation, image processing, proportional controller, and mapping
- Utilized: C++, RaspberryPi, Linux (Raspbian), threading, controllers, real-time sensors