# DEVIN TARK

## Software Engineer

New York, NY | 516-708-6096 | devin.tark@gmail.com | github.com/devintark

## Technologies & Skills

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

## Experience

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

- Develop, maintain, and improve upon a Spring-boot powered API service for a health platform
- Design and optimize 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
- Identify, investigate, and resolve bugs in production; added to on-call rotation within 3 months
- Managed, coached, mentored a summer intern; onboarded, assigned tasks, professionally developed
- Triage issues reported from app support team for both front and back-end, delivered rapid fixes
- Proactively supported front-end team by designing and implementing UI features with React/Redux

**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
- Headed desk-side technical support for hardware and software issues to senior intelligence staff

## Education

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

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

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

## Project Highlights

**Web Diplomacy**                                                                                            **Feb 2021 - Current**

- 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
- Rewriting backend in Kotlin/KTOR for learning
- Utilized: NodeJS, Express, React, Redux, MongoDB, Heroku

**This Resume**                                                                                              **Active**

- Rewrote my resume in a templated LaTeX format to separate content and presentation layers
- Content is in a plain text yaml file, which then gets inserted into LaTeX via pandoc - a markup converter
- Can update in any environment due to a customized Docker image. Soon to integrate with GH actions