

# DEVIN TARK

## Software Engineer

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

### Technologies & Skills

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**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

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#### 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 supports front-end team by designing and implementing UI features with React/Redux
- Promoted to Software Engineer II within 9 months despite 12 month minimum policy

#### 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 (Reconnaissance)*

*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

### Education

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#### 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

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