

DEVIN TARK

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Education

University of Illinois at Urbana Champaign

Master's In Computer Science

2020

Champaign, IL

Cornell University

B.A. History

2014

Ithaca, NY

North Carolina State University

Computer Programming Certificate (21 Undergraduate Credits)

2018

Raleigh, NC (Remote)

Technologies & Skills

Languages: Java, SQL, Kotlin, Python, Javascript/Typescript

Technologies/Frameworks: Spring Boot, Git, APIs, Postgres, 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

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

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