Daniel Revie

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EDUCATION

BS Electrical and Computer Engineering, Rutgers University, New Brunswick   2013 – May 2017

Concentration: Computer Engineering **Minor:** Computer Science **GPA:** 3.2/4

EMPLOYMENT

Full Stack Application Developer – Automatic Data Processing (ADP)   July 2017 - Present
- Creating reusable and maintainable React components and connecting them to a redux store to manage the state of the application.
- Utilizing the latest es6 syntax along with the abundance of opt-in type-safe bonuses of typescript.
- Extensive use of Thunk and Redux-Observable middleware within the Redux lifecycle. When a simple promise resolution is not enough via Thunk, using Epics to handle a stream of data and apply a variety of operators.
- Writing REST services using the latest java 8 syntax. Utilizing lambda expressions, functional interfaces, and streams.
- Creating entities to be persisted to our Oracle DB via Hibernate. Also creating Cache entities to be stored in in-memory-cache (Redis or GemFire).
- Creating service layers that handle GET, POST, UPDATE, and DELETE transactions.
- Creating DAO layers to query the DB and perform a variety of SQL operation. Writing both named and raw SQL queries
- For larger and more frequently read tables, I created an in-memory-cache library using Spring Repositories to allowed data to be fetched from Redis or GemFire regions. This library contained a switching mechanism to use either Redis or GemFire depending on what was configured in a .yml file for the client.
- Pioneering development of a conversation bot to handle support ticket creation from clients. First of a kind for the company utilizing facebook-messenger API's and natural language processing algorithms to aid in conversational support of the bot. Side project was given to me based on merit.
- Creating and managing multiple git repositories for backend and frontend projects. Practicing git-flow tactics amongst team of developers.
- Actively involved in daily scrum meetings, where communicating my progress with fellow developers and QA engineers.

Contracted Software Engineer, Builda – www.builda.co   April 2017 - Present
- Created various python scripts supporting Django framework. Created functionality to handle mobile requests and deliver mobile content.
- Added UWSGI to Django application to allow interaction with reverse-proxy Nginx webserver.
- Responsible for updating various portions of HTML/CSS bugs.
- Secured website by adding SSL certificate to nginx webserver via Letsecrypt. Also generated and added strong Diffie-Hellman group for robust security. Moved traffic to port 443 for https.

Artha Systems, Princeton, NJ   Software Engineer Intern, Summer 2016
- Worked with a team of engineers to build android mobile application to allow users to upload products for sale on online marketplace.
- Added onto existing backend to allow for product uploads to database. Forwarded the objects to the marketplace to be displayed for sale.
- Developed web application using .NET to locate a customer and provide said customer with shipping options based upon the location of the purchased product. Sometimes the product was located at a business or the company warehouse.
- Integrated the web application with major shipping provider APIs to calculate accurate shipping costs and allow sellers to print label.

PROJECTS

Co-Founder of Open-Source Organization: CryptoTacos https://github.com/CryptoTacos   Fall – Spring 2017
- Full stack development of mobile-web responsive application to allow users to track and view latest and historical market data for cryptocurrencies and stocks.
- Creating NodeJS backend using the express framework to provide API's for our frontend to hit.
- Creating express services to feed the latest market data to the frontend from various external API's such as GDAX, Binance, and Kraken.
- Utilizing passport middleware for user authentication and login strategies. I configured a Facebook login strategy to authenticate users via Facebook and fetch their profile to be used throughout their session.

Optimized Intersection Management for Autonomous Vehicles   Fall – Spring 2017
- Developed algorithm to regulate the velocities of incoming vehicles through an intersection.
- Maximized a vehicles velocity through an intersection while ensuring no chance of a collision.
- Created virtual simulation in Python Tkinter GUI and created a simulation in Unity with C# to visualize vehicles streaming through intersection. Also, displays the measurable reductions in lost velocity compared to conventional stop light systems.
- During the project worked with a team of 4 engineers to formulate the problem, identify solutions to yield optimization, and realize the problem in both a physical model and a large-scale virtual simulation.

TECHNICAL SKILLS

- **Programming Languages:** Java, JavaScript, TypeScript, Python, SQL, C#, C/C++ **Databases:** Oracle, PostgreSQL, MongoDB, GemFire, Redis, **Technologies:** Spring, Node.js, React.js, Redux, Hibernate