

Elliot Wasem

Software Engineer Skills

Programming: Python, Rust, Java, C++, C, Bash, SQL

Web & Cloud: AWS, GCloud, MySQL, PostgreSQL, Docker, Containerization

Misc. Tech: Linux, Git, Gitlab, GitHub, Windows, VSCode, Jira, Confluence, OOP, Agile, CI/CD, Embedded Systems

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Experience

Software Engineer, Platform Developer OpenDrives Inc., Remote Dec 2022 — Present

- Developing and maintaining a network-attached storage (NAS) system for the Media and Entertainment industry
- Implementing new features and bug fixes in Python and Rust, with support and infrastructure in Bash
- Designed and implemented full-system upgrader for Debian-based systems, requiring in-depth knowledge of the whole OS
- Supported customer support team with in-depth technical knowledge and expertise, enabling them to complete customer requests more quickly

Sr. Assoc., Software Engineer, L3Harris Technologies, Clifton, NJ Aug 2021 — Dec 2022

- Working on embedded radar applications for the US Military
- Implementing code using C++ for VxWorks operating system on custom hardware
- Collaborating closely with a cross-discipline team of software, systems, and firmware engineers to solve complex concurrency and inter-processor messaging problems
- Understanding and making meaningful contributions and changes to enormous legacy code bases
- Mentoring and providing expertise to less experienced engineers in areas of superior software design principles

Software Engineer, WisEngineering, Picatinny Arsenal, Denville, NJ Aug 2020 — Aug 2021

- Worked on Android application in Java for US Military use
- Implemented hundreds of cases of documentation and design work, using existing codebase as reference
- Reviewed code of peers, spot checking for correct implementation and design

Software Engineer, DexGroup, Remote June 2020 — Aug 2020

- Designed and implemented human-computer interfaces for 5+ Amazon and Wayfair warehouses and facilities
- Allowed floor workers much clearer access to data by creating live visualizing warehouse systems using Ignition software
- Created visually comprehensive statistics to aid with system upkeep and utilization

Software Engineer, DexterityDB, Hoboken, NJ Apr 2018 — May 2020

- Developed database storage engine which increased read speeds by up to 100x over InnoDB using Rust programming language
- Implemented a virtual filesystem which reduced file descriptor utilization from 1,000,000+ to 1
- Reduced continuous integration costs by 40% by designing and creating Linux server systems to run a custom continuous integration pipeline integration tools written in Bash, Python, and R to provide on-demand binaries and running statistics as development progressed
- Implemented testing scripts to accelerate generation of data, moving team from manual to automatic statistics generation
- Handled DevOps tasks relating to our server system, providing expertise where others lacked in-depth understanding

Projects

System Upgrader, OpenDrives Inc. Remote (Python, Bash)

- Designed and implemented a full-system upgrader for Debian-based systems
- Automated PostgreSQL database upgrades, ensuring data integrity and availability
- Ensured configurations for all services and software were migrated and upgraded correctly (e.g. SMB, NFS, S3, Samba, custom services, to name a few)

Education

Bachelors of Science, Computer Science, Stevens Institute of Technology, Hoboken, NJ

May, 2020

GPA — 3.6

- Relevant courses:** Algorithms, Data Structures, Database Management Systems, Agile Methods, Concurrent Programming, Operating Systems, Web Programming, Advanced Programming in UNIX, Compiler Design, Systems Administration
- Senior Design, Computer Science, first place:** Along with my team, created machine learning computer vision model for a shipping solution by Zebra Technologies
- Upsilon Pi Epsilon, member:** International Honor Society for the Computing and Information Disciplines