

D. Fisher Evans

Senior Software Engineer

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I'm a Software Engineer that works on all aspects of my projects, from planning to deploying. I believe empowering engineers by granting them autonomy to their solutions is the key to awesome results; operations, QA, architecture, design, development: it all belongs to the teams solving the problems. Often times the missing key to a successful product is direct customer feedback. If we're not solving their problems we're not doing the right thing.

SKILLS & STRENGTHS

BROWSER	HTML, CSS/SASS, JS, AngularJS, JQuery, OAuth 2.0
JAVA	Spring, Jersey/JAX-RS, Undertow, Jetty, Streams & λ's
BUILD/SCRIPTS	Maven, Ant, Bash, Python, Node, CodeBuild, Jenkins
TESTING	JUnit, Mocha, WebDriverIO, SLSART, Cucumber
SYSTEMS/INFRA	AWS (many services), Terraform, Ansible, Tomcat/JBoss
DATABASES	DynamoDB, MySQL/Aurora, Oracle, ElasticSearch, Redis
PROCESS	Git, Subversion, Rally, Jira, Scrum, Agile, Pager Duty
GROSS THINGS	Hibernate, JSP, IceFaces, PHP, COBOL, Perl, SOAP

I like working in the JVM and have spent a lot of time living in AWS. I prefer UNIX based development environments.

EDUCATION

VERMONT TECHNICAL COLLEGE

GRADUATED	May 2015
DEGREE	Bachelor of Science in Software Engineering
CLASSES OF INTEREST	Advanced Compilers, QA & Testing, Technical Project Management, System Analysis & Design, Parallel Programming, Advanced Algorithms & Data Structures, Artificial Intelligence, Computer Graphics, System Administration, Physical Simulations

BURLINGTON TECHNICAL CENTER

GRADUATED	June 2011
HONORS	Highest Achieving Student (2010, 2011)
ACHIEVEMENTS	CompTIA A+ Certification (July 2010) SkillsUSA Comp. Maintaine 2010 Nationals, 38th place SkillsUSA Internetworking 2011 Nationals, 13th place
CLASSES OF INTEREST	Computer Hardware & Maintaine, Cisco Networking

**WORK
EXPERIENCE****COX AUTOMOTIVE INC.** (Burlington, VT)**JOB TITLE** **Senior Software Engineer** (Aug 2017 - Present)

As a scrum team-lead, my group architected, designed, and implemented a full-featured platform to support the adoption of all Cox Automotive products. This cloud-native platform encapsulated OAuth 2.0 API security, user management, permissions, organizational customer models, and settings.

While doing so I helped form and lead a brand new agile scrum team. I was crucial in the planning and design of this central platform that supports thousands of developers and their applications. This required frequent communication and collaboration with many various teams across the US.

JOB TITLES **Software Engineer II** (Jun 2016 - Aug 2017)
 Software Engineer I (Nov 2015 - Jun 2016)

My team and I lead the forefront of the AWS cloud migration efforts for Dealer.com and Cox Automotive. I played a key role in designing and implementing brand new, cloud-native APIs and data-processing pipelines to support the ingest of hundreds of thousands of digital sales leads per day.

SYSTEMS & SOFTWARE (Williston, VT)

JOB TITLES **Software Engineer** (May 2015 - Nov 2015)
 Software Engineer Intern (May 2013 - May 2015)

As the lead WebConnect developer, my team and I maintained and extended a feature-rich, enterprise web-portal and its backing APIs for utility service customers that followed modern standards such as responsive design and user accessibility.

ROSE COMPUTER TECHNOLOGY SERVICES (South Burlington, VT)**JOB TITLE** **Systems Engineer** (Feb 2012 - May 2013)

I managed small to medium sized business computer networks and domains. Frequently worked one-on-one with end-users to resolve their issues.

BURLINGTON SCHOOL DISTRICT (Burlington, VT)**JOB TITLE** **Webmaster** (Jun 2011 - Oct 2011)

I led the district in refactoring their legacy web system to a state of the art CMS. I also designed and fabricated automated web processes and applications.

PERSONAL**HOBBIES**

In addition to my strange obsession of "programming", I also like to get out and enjoy the world. I could list hundreds of interests, but to name a few...

THE SUNNY DAYS **Hiking, swimming, frisbee, aimless walks, local culture****WET AND GRAY** **Pool, board games, puzzles, physical & virtual tinkering**