

Syrus Gaddy

gaddys10@gmail.com | github.com/gaddys10 | syrusgaddy.com | US Citizen | Top Secret Clearance

Skills

Languages: HTML, CSS, JavaScript, Sass, TypeScript, Java, Python, SQL, C++, JSON, YAML

Libraries/Frameworks: jQuery, Bootstrap, MeteorJS, ReactJS, Angular, React Native, Redux, Spring

Technologies: npm, Expo, Azure, Tomcat, Gradle, Maven, Flask, webpack, Active Directory, LDAP

Backend: NodeJS, MongoDB, MySQL, Oracle, Snowflake

Testing: BrowserStack, pytest, JUnit, Protractor, Jasmine, Mocha, Chai, Cypress

UI/UX Design: Figma, Adobe Photoshop, Adobe XD, BrowserStack, GIMP, UML

CICD: Git, Docker, SVN, Splunk, Sonar, Jenkins, Jira, Bamboo, Agile

Other:

Experience

Software Engineer, Cisco Systems

Jan 2023 – Oct 2023

- Developed internal Webex chatbots using Python, botkit, Snowflake, Flask, JavaScript, Docker, JSON, and YAML to automate employee desktop device onboarding, refresh, and health reporting
- Rewrote OS-specific projects in Python and Docker to provide an OS-independent bot management system, simplifying code, improving debugging, and standardizing deployment for any desktop OS
- Created Python & Pytest test automation for RESTful APIs reading from a MySQL backend to maintain and validate user device data alongside providing an accurate status report of all internal staff devices
- Guided team through Agile process, including an hour-long recorded audit, resulting in 30% boost in velocity

Sr. UI/UX Software Developer, O'Reilly Auto Parts

Nov 2022 – Jun 2023

- Created UIs implementing Java, JavaFX, CSS, Tomcat, Gradle, and Spring framework to simplify back office and Point of Sale (POS) systems for all 6,000+ physical retail locations
- Built early functional prototypes with Adobe XD, JavaFX, and CSS to start development on Check Engine Light diagnostic app, now utilized at all 6,000+ retail stores to diagnose and repair customer car issues

UX Software Developer, ARCOS LLC

Oct 2021 – July 2022

- Developed React Native UIs to upgrade "Mobile Workbench" workforce management iOS and Android apps, ensuring a smooth experience on all mobile platforms
- Upgraded "Crew Manager" and "Callout" workforce management web application UIs with TypeScript, CSS, Angular 12, and XML to provide a browser-consistent design
- Created Adobe XD and Figma prototypes for form building software to start development and allow clients to generate custom solutions and reduce administrative costs
- Collaborated remotely with MS Teams, Slack, Git, & Atlassian tools to fix critical bugs and retail staff issues
- Expanded internal Storybook design system to standardize mobile and web application styling, eliminating CSS and improving team development speed by 20%

Software Technical Lead, MAG Aerospace

March 2021 – Sept 2021

- Redesigned Node.js information and communication portal UIs and functionality using MeteorJS, adding messaging, alerting, and real-time data capabilities to ultimately earn 1 year project contract extension
- Directed MongoDB database/collection creation, schema, and implementation, maintaining web app speed as additional features required complex queries
- Developed heat mapping tools with Python and PyQGIS to facilitate large-scale firefighting, allowing the company to offer software services to the Canadian and Australian governments
- Created weekly prototypes using Figma, BrowserStack, Adobe Photoshop, and GIMP to drive user interface design, improve project documentation, and clarify tasks before development

- Managed and configured Red Hat Enterprise and Ubuntu Linux virtual machines with Docker, bash, using VirtualBox, including containerized web applications and development environments
- Led transition in converting code in primary project, a Meteor app, into reusable ReactJS components
- Deployed automated and A/B tests w/ BrowserStack and Cypress to validate web application user interfaces and responsiveness across different browsers and devices
- Constructed a login authentication system for Meteor web app using Keycloak and Active Directory (ADFS)
- Configured Bamboo pipelines to deploy Node.js project to Azure cloud environment
- Met with stakeholders to gather requirements, present updates, and propose solutions virtually and on-site

Software Engineer, MAG Aerospace

Jan 2020 – March 2021

- Developed NodeJS information & communication portal web applications UIs with MeteorJS on an Agile team to assist federal clients, meeting SDLC criteria with limited information
- Built user interface components with BlazeJS templating to show, alter, and manage live MongoDB data to generate personalized dashboards based on user roles and event classification
- Obtained consensus on direction and explained potential solutions to clients and team by using Figma, Adobe Photoshop, BrowserStack, and GIMP prototypes to represent customer needs
- Containerized application and development environment with Docker to ensure proper software functionality and operation on classified systems and desktops
- Standardized style guides and styled UI components with Bootstrap and pure CSS
- Managed MongoDB database with MeteorJS and mongo shell to store, administer, and implement app data
- Wrote Python and Cypress unit tests and test automation to test MeteorJS application user experience and functionality across browsers and desktop devices

Automation Engineer, Verizon Communications Inc.

Oct 2019 – Jan 2020

- Automated Verizon apps and services with Selenium, Java, and Jenkins to fix all network outages without human intervention, reducing cellular network downtime and improving wireless hotspot performance
- Tested and automated Verizon.com UIs and APIs with Selenium, Java, JUnit, SQL, and Jenkins to optimize React enterprise app performance, find bugs based on user input, and aid with software releases

Software Test Engineer, Xylem Inc.

Aug 2018 – July 2019

- Wrote Python test automation scripts to ensure ally® water meter firmware quality, saving Dallas, Texas 12 million gallons of water from 2019 to 2020
- Guaranteed SmartPoint® radio transceiver firmware and FlexNet® communication protocol capability with test automation, selected in 2021 to manage utility consumption for 1.2 million Ohio residents
- Documented appliance firmware test plans, defect reports, and fault reconstruction with Perforce and SVN to help engineers release firmware and guide future development
- Manually tested digital smart grid devices with power supplies, water pumps, and optical sensors to simulate all expected conditions throughout a 20-year lifespan

Associate Software Engineer, Fidelity Investments

Jan 2017 – May 2018

- Built bank transfer UIs and APIs using Node, TypeScript, Angular 2 & 4, Sass, Redux, and Git to enhance fidelity.com, allowing 50 million customers to transfer funds across external checking and ETF accounts
- Established Mocha, Chai, Selenium, Robot, and Protractor test automation for user interfaces and APIs to ensure money transfers across all qualified fidelity.com accounts
- Created “Canary Service” application health dashboard utilizing Node, D3.js, Angular, SVG, and Selenium to let call center advisors visualize application suite performance and reduce application issue downtime
- Created a Javascript-powered JSON to CSV web application to import and log REST API test results into spreadsheets for at least 20 bank transfer software developers
- Owned Jenkins pipeline testing phases to ensure quality and continuous deployment, employing logging tools and test automation to verify new feature functionality

- Monitored 6 Agile teams' Angular web applications concurrently by using Splunk and Sonar to observe and document software deployment results and artifacts

Projects

Home Site – React

syrusgaddy.com

Education

Fidelity Investments – LEAP Development Program: Software Engineering

June 2017

Fayetteville State University – Bachelor of Science Computer Science, Mathematics Minor

May 2016

- Won the 1st NASA Swarmathon robotics physical competition using C++, ROS, Gazebo, and Linux to design computer vision code for 6 NASA “Turtlebot” robotic artificial intelligence systems to help explore Mars