sanders lauture

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work experience

Software Development Engineer 2 – Amazon.com, Inc., Seattle, WA   **Apr 2019 – Nov 2019**
Software Development Engineer   **June 2017 – Mar 2019**
- Developed systems to ingest and store real-time traffic information, for the entire US and several countries in Europe, in under two minutes.
- Identified and fixed deficiencies in transit time predictions to increase prediction accuracy.
- Maintained systems to process, record, and store planning and execution data for Amazon delivery drivers.

Software Engineering Co-op – Placester, Inc., Boston, MA   **Jan 2016 – Aug 2016**
- Maintained monolithic Ruby and Java services that imported millions of real estate listing records every day to drive customer websites.
- Lead deconstruction and code walk of Ruby service to prepare for rewrite into scalable microservice architecture on AWS.
- Lead onboarding and training of new co-op hires.

Software Engineering Co-op – Bentley Systems, Boston, MA   **Jan 2015 – Sept 2015**
- Developed internal tool for visualizing the status of Team Foundation work items for team members across projects using d3.js.
- Setup and configured automatic deployments of internal and external ASP.NET web apps using Octopus Deploy.

projects

Highlights below. Full list of projects available on GitHub: https://github.com/golf1052

Signal for Windows – Native Windows 10 and Windows 10 Mobile Signal app   **Dec 2016 – Feb 2019**
- Updated OSS Signal for Windows app to work with the official Signal apps.

Venmo for Slack – Send and receive money through Slack using Venmo   **Nov 2015**
- Built Slack integration using Python and Flask that leverages the Venmo API.
- Won Best Use of PayPal, Braintree, or Venmo Award at YHack 2015.

Twixel – Unofficial Windows 8.1 and 10 Twitch apps   **Sept 2014, Sept 2015**
- Created app that allows users to watch livestreams and chat on Twitch.tv.
- Developed a C# library to interface with the Twitch.tv API.
- Built a C# library to connect to the Twitch.tv IRC chat servers.
- Leveraged both C# libraries to create a Windows Store app written in C# and XAML.

education

Northeastern University – Boston, MA   **Sept 2012 – May 2017**
College of Computer and Information Science
Graduated with a Bachelor of Science in Computer Science and Game Design, 2017
Activities: NU Association for Computing Machinery, NU Game Design Club

community

HackBeanpot 2017 Core Team   **Mar 2016 – Mar 2017**
- Organized a 150-person hackathon in Boston for college students to help foster the Boston tech community and to empower first time hackathon attendees.
- Assisted in venue acquisition, lead website development and updates, conceptualized and executed ticketing and registration.
- Lead judges panel and deployed HackMIT's Gavel to assist judges with grading projects.

computer knowledge

Languages: C#, Java, TypeScript, JavaScript, Python
Frameworks: d3.js, XNA/Monogame, Flask, Node.js
Software: AWS, Visual Studio, Team Foundation Server, Git, Docker, IntelliJ, MongoDB, Blender 3D
APIs: Twitch.tv, Slack, Venmo, Twilio, MBTA, Riot Games