Jayd Pather
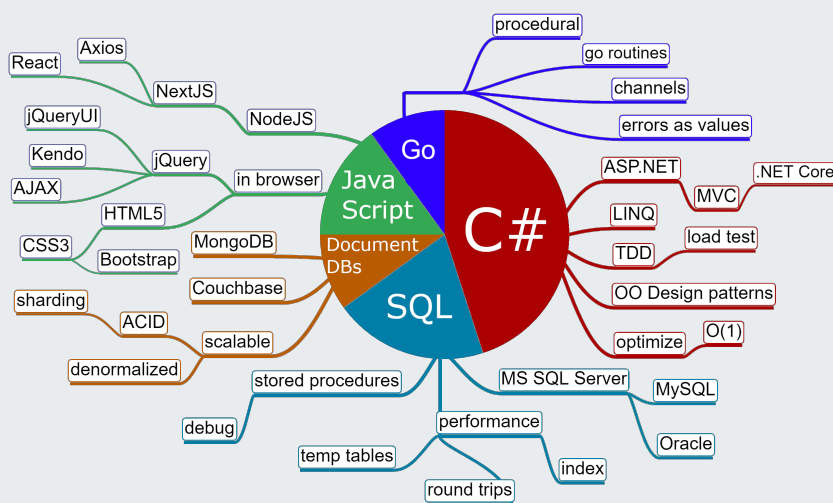
Full stack developer

- self-motivated
- explains coding to anyone
- writes simple code

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Work History

Employer	Experience	Accomplishments
Phillips Van Heusen 2018 - 2020 Amsterdam, Netherlands	developed an application for wholesale clothing sales	- trained junior developers - fixed a performance issue involving excess garbage collection - debugged stored procedures
IQVIA 2017 - 2018 Amsterdam, Netherlands	fixed bugs in an app used by pharmaceutical companies for government reporting	- wrote SQL scripts to correct corrupted data saved by the app - diagnosed and fixed bugs - improved the support process with reusable scripts

Employer	Experience	Accomplishments
Sovos Compliance 2016 - 2017 Amsterdam, Netherlands	extended the VATWare app by adding support for German tax reporting	- refactored code to use dependency injection - added missing unit tests - found and reported bugs
Robert Half Technology 2011 - 2016 Minneapolis, MN	worked on temporary assignments for various clients, usually internal business apps	- Convey Compliance Systems - developed a scalable tax reporting app with microservices, TDD, and agile. - Lifeworks Services, Inc. - created SSRS reports, fixed SQL performance issues, fixed a concurrency bug that had caused $30,000 in losses - Stillwater Express Solutions, Inc. - learned ASP.NET MVC, Kendo, Entity Framework. Met with clients to help design the app. - RCRI, Inc. - fixed resource leaks, normalized DB schema, implemented 3-tier architecture - ProVation Medical - used the strategy pattern to remove duplicate code, improved performance by 26% - UnitedHealth Group - consolidated duplicate code, designed database schemas, helped other developers with bugs
BillboardPlanet 2009 - 2011 Minneapolis, MN	developed an app for booking ads on billboards	- developed a video player app for digital billboards - implemented 3-tier architecture - helped other developers
Propelware 2008 - 2009 Minneapolis, MN	developed an app for syncing data to QuickBooks	- data sources include CSV, XML, SQL - used the flyweight pattern for code reuse - used multithreading to update the UI while importing data

Education

University of Minnesota Minneapolis, MN	Bachelor of Science, Computer Science	- emphasis: systems programming (compilers, operating systems, assembly programming) - GPA: 3.0 / 4.0

Side Projects

Rebel Software
2016 - present

designed, developed, and released an ad-free game for Android: Asteroid Field Navigation

- used the strategy pattern to simplify the code architecture
- decoupled my code from the Unity game engine
- crowdsourced a beginner programmer

All Skills

Languages	C#, F#, Go, JavaScript, HTML5, CSS3, Java, Python, PHP, LISP, SML, C, C++, MIPS assembly
Cloud Platforms	AWS Fargate
CI/CD	Docker
Databases	Microsoft SQL Server, Oracle, MySql, MongoDB, Couchbase
Source Control	Git, GitHub, SourceTree, VSTS, Tortoise SVN
Operating Systems	Windows, Linux
APIs	.NET Core, ASP.NET MVC, LINQ, NUnit, NodeJS, NextJS, Axios, React, Bootstrap, Unity, Kendo, JQuery, JQuery UI, Telerik, DevExpress