# Jayd Pather

## Full stack developer

#### self-motivated

#### explains coding to anyone

#### writes simple code

* [rebelsoftware.nl/demoapps/go](http://rebelsoftware.nl/demoapps/go)
* jaydpather@gmail.com
* 312 826 3213
* 4555 North Malden Street APT 211, Chicago, IL 60640

# 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 |
| **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

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| --- | --- | --- |
| 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

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| --- | --- | --- |
| **Rebel Software**  2016 - present | designed, developed, and released an ad-free game for Android: [Asteroid Field Navigation](https://play.google.com/store/apps/details?id=com.ThirdEyeSoftware.AsteroidFieldNavigation) | * 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 |

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