

JOHN MYRDA

Software Engineer

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EXPERIENCE

Collective Health

Software Developer

Chicago, IL

Jan 2020 - Present

- Designed performant and fault tolerant ETL pipelines to load legacy data.
- Integrated federated GraphQL (Apollo Router) and wrote GraphQL schemas for backend microservices.
- Wrote and deployed several Spring Boot Java Microservices in a Kubernetes environment running Docker.
- Integrated monitoring and observability using Prometheus and Grafana.

Software Development Engineer in Test

Jan 2019 - Dec 2019

- Built and extended end-to-end and load testing Java test frameworks for our claim processing system.
- Created monitoring tooling in Python to observe RabbitMQ messages and generate domain sensitive diffs.
- Practiced Test Driven Design on Spring Boot based micro services in order to improve system accuracy.
- Built data transformation pipeline to enable parallel accuracy testing between old and new claims systems.

Cloudmark

Software Development Engineer in Test

San Francisco, CA

Oct 2015 - July 2018

- Wrote Python and bash based tools to automate software release workflow.
- Wrote automated tests in a custom Python test framework.
- Set up multi-system test environments with Docker and VMs to run tests and analyze performance.
- Investigate bugs using C source code, REST APIs, a Python test harness, and Linux debugging tools.

Wells Fargo

Automated Regression Analyst

San Francisco, CA

Feb 2015 - Oct 2015

- Built RESTful APIs for web tools with JAX-RS/Jersey, Jackson, and SQL.
- Architected web tools for the regression testing team with Java and the Google Web Toolkit (GWT).
- Analyzed failures of Selenium tests for Wells Fargo mobile websites and fixed errors in test scripts.

EDUCATION

University of Illinois Urbana-Champaign

Bachelor of Science in Engineering Physics

Minor in Computer Science

December 2012

SKILLS

Programming Languages: Java, Python, C, C++, JavaScript

Technical Skills: Spring Boot, Kubernetes, Git, Jenkins CI/CD, REST APIs, Arduino & AVR Microcontrollers

PROJECTS

Led Pattern Library

I wrote a library of patterns and light controller software to use with a lightbox I built as well as similar LED projects. This library allowed me to quickly iterate on new ideas for physical builds while retaining a high level of polish in the animation and patterns.

Midi Drum Lights

Built a multi-device light controller for colorful real-time visualizations of an electronic drum kit using MIDI , 2 Arduino devices, and the i2c protocol.