

NATHAN KRAMER

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OBJECTIVE

Software Engineer with 4+ years of experience in back-end development, seeking full-time back-end engineering roles.

SKILLS

Technical Skills	git, go, golang, terraform, java, javascript
Soft Skills	Remote work communication (Slack), Technical Writing, Technical Leadership
Platforms	AWS, Cloudflare, Github Actions, Datadog, Gitlab CI/CD, Jenkins

EXPERIENCE

Engineer III

FloatMe

Jul 2021 – Present

San Antonio, TX (Remote)

- Implemented a new authentication reverse proxy to protect against password stuffing attacks deployed via cloudflare workers.
- Led the implementation of event driven microservices for user, subscription, and loan business resources.
- Created Datadog dashboards and added key logs and metrics to increase observability into payment processing and collection attempts in real time.
- Integrated with multiple third parties including Auth0 and Castle to create real time risk assessments of login attempts to reduce bot traffic of API endpoints.
- Mentored new engineers during onboarding as well as provided feedback and guidance for junior engineers to improve the quality of their code.
- Engineered parts of an SDK to help DRY up codebases and improve development velocity across teams.

Application Developer

Sprint/T-Mobile

Sep 2018 – Jul 2021

Dallas, TX

- Outlined and implemented the first RESTful service in the wireline service delivery department.
- Updated software projects to use Maven dependency management to keep software up to date and easier to build cross team.

PROJECTS

Payment Processing Observability. Worked with the business and BI teams to identify metrics and events to track to improve payment risk, as well as reduce NACHA errors that incur fines. Implemented fixes based on errors discovered to reduce cash burn from these fines.

golflog. Helped create and open source a golang logger that embeds itself in a context and can be easily configured with different levels to increase or reduce verbosity. Check it out here: [golflog](#)

EDUCATION

Bachelor of Computer Science, Iowa State University

2015 – 2018

EXTRA-CURRICULAR ACTIVITIES

- Volunteered as a project mentor for CodeDay which is a hackathon weekend for students, check it out at codeday.org
- Volunteered at Special Olympics Minnesota state and regional meets, volunteer or donate at specialolympic-sminnesota.org