

# Kylie Wasserman

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## EDUCATION

### Marist College

*Computer Science - Game Design and Programming B.S.*

**Poughkeepsie, NY**

*August 2020 - May 2024*

## WORK EXPERIENCE

### Optum Technology Development Program

*Backend Software Development Intern*

**Basking Ridge, NJ**

*June 2023 – August 2023*

- Developed a source of truth that consumes data from Network Database to reduce manual processes, decrease delivery cost and time, and consolidate redundant technologies and services.
- Created and deployed a PostgreSQL database through AWS RDS.
  - Wrote detailed queries to get specific information on JSON data in tables.
- Worked in a team using an agile work method with daily standup meetings.

### Optum Technology Development Program

*Backend Software Development Intern*

**Basking Ridge, NJ**

*June 2022 – August 2022*

- Built a factory to load a foundation block onto an output topic and built a translator to convert practitioner data into FHIR resources using Spring, Spring Boot, Apache Kafka, and HAPI FHIR.
- Wrote unit and integration tests for error handling, logging, and Kafka Headers.
- Deployed factory and translator using Jenkins Pipeline and Amazon EKS. Received and loaded over 3 million resources onto AWS server. Managed logs using Kowl.
- Wrote detailed documentation of the project to share with company technicians.
- Regularly communicated with managers regarding project requirements and prepared presentations on team progress for company stakeholders.

### Marist College Information Technology

*Client Technologies Technician*

**Poughkeepsie, NY**

*August 2020 – May 2024*

- Collaborated with 15+ team members to best address a user's issue resulting in 95% user satisfaction.
- Contacted user through video call, phone call, and or email to orchestrate meetings to settle user's concern.
- Examined issues in person, through virtual descriptions, and meetings to determine solutions.
- Updated ticket with new information to inform all employees of the user's issue.

## RELATED COURSEWORK AND PROJECTS

- Built a middleware that utilizes OpenAI's API to find sources and Semantic Scholar to verify sources to assist scholars in writing academic papers by suggesting academic literature to the user based on the abstract, keywords, and existing sources of the paper they are writing.
- Created a 2D interactive mini puzzle game on Godot using GDScript with inventory trackers, quests, and combat, while utilizing observer, game loop, and flyweight game patterns.
- Followed an iterative and user-centric design process to create a prototype of an app using Figma.
- Designed a database and utilized SQL to make tables and appropriate queries.
- Developed an algorithm to solve a variation of the hospitals and residents stable matching problem in Java.
- Created a 2D multiplayer pong game in C++.