

MICHAEL BAZILE JR. SOFTWARE ENGINEER

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EXPERIENCE

SOFTWARE ENGINEER | MAY 2021 - JANUARY 2023

HUMAN API, SAN MATEO, CA

- Expanded observability through DataDog to facilitate constant monitoring of user activity & incidents.
- Utilized Puppeteer to crawl, gather & retrieve health data on behalf of users.
- Refactored internal troubleshooting tools in React to proxy API calls to the backend instead of the client to facilitate improved security & logging.
- Complied with the system development lifecycle (SDLC) and project management methodology - adopting Agile approaches as necessary.
- Spearheaded overseeing Puppeteer automation crawling error metrics and reports from DataDog remained below 5%.
- Analyzed workflow issue reports using AWS log data with CloudWatch Logs.
- Optimized time spent testing code fixes to crawlers using Jenkins CI/CD.

SOFTWARE ENGINEER | JANUARY 2021 - APRIL 2021

LOOKFAR LABS, NEW ORLEANS, LA

- Converted legacy React Native components from JavaScript to TypeScript, enhancing code maintainability and improving overall code quality.
- Collaborated with the UX team using Figma as a design tool to build, test & improve components to meet client specifications for Android and IOS.
- Employed Swagger to test the functionality of various API calls from the client, guaranteeing accurate data consumption to ensure a seamless user experience.
- Established email functionality on both Android and IOS for resetting passwords.

SOFTWARE ENGINEER | AUGUST 2020 - DECEMBER 2020

OPERATION SPARK, NEW ORLEANS, LA

- Created a robust Node.js and Express API to efficiently manage CRUD operations across multiple Postgres databases.
- Implemented Puppeteer to capture screenshots of image thumbnails and seamlessly upload them to an AWS S3 storage bucket.
- Utilized AWS-SDK to establish SQS queues & subscribe to SNS topics, facilitating efficient data publishing across different application components.
- Designed & implemented comprehensive server-side unit tests using Chai to ensure code quality and reliability.
- Developed custom functional components using React and Material-UI grid components, enhancing the user interface and experience.

SOFTWARE ENGINEER | JUNE 2020 - AUGUST 2020

OPERATION SPARK, NEW ORLEANS

- Designed application infrastructure by employing FeathersJS and MariaDB, enabling streamlined CRUD operations for data flow management throughout the application to improve overall performance.
- Integrated expo-image-picker with React Native to develop an intuitive image-uploading system by leveraging Cloudinary as the storage solution to facilitate a seamless image management process.
- Leveraged the capabilities of expo-camera to seamlessly integrate the PlantId API to allow users to identify plants by either using a picture saved on their phone or taking a photo in real-time.

EDUCATION

- ❖ IBC Fundamentals of Javascript, Functional Programming & Full-Stack Web Development Level 3 | Dec 2017 - May 2020 | **Operation Spark (Hack Reactor)**, New Orleans, LA
- ❖ Bachelor's Degree in Psychology (incomplete) | Aug 2014 - Jan 2017 | **University of New Orleans**, New Orleans, LA
- ❖ High School Diploma - Honors Studies | Aug 2010 - May 2014 | **Thomas Jefferson High School For Advanced Studies**, Gretna, LA
 - ❖ Relevant coursework: Advanced Placement (AP) CS Principles, Mathematics, Science, English Language & Literature

SKILLS

Languages: JavaScript | TypeScript | HTML | CSS | Python | Java

Frameworks: React | React Native | TailwindCSS | Vite | Three.js | Expo | Express.js | Node.js | Deno | FeathersJS

Databases: MySQL | Postgres | MariaDB | Sequelize | MongoDB

Tools & Technologies: Puppeteer | AWS (EC2, Route 53, S3, SQS, SNS, Cloud Watch) | DataDog | Nginx | Axios | PM2 | Figma | Leaflet.js | Chai | Forever | JWT (JSON Web Tokens)

Project Management: Jira | ClickUp | Git (GitHub, GitLab) | Jenkins CI/CD