



Mika Nelson

PROFESSIONAL SUMMARY

Mika Nelson is a solutions-driven software developer showcasing F500 professional experience in database management systems, Java, Spring Boot, and in integration between applications and databases through Wal-Mart Global Tech. He thrives in team environments and when engaging with colleagues to solve problems. He is committed to delivering high-quality code to improve performance and scalability. In his free time, he likes to participate in game jams.

TECHNICAL SKILLS

Programming: Java, JavaScript, C#, React, TypeScript, HTML5, CSS3, SQL, Spring, Spring Boot, JDBC, JUnit, Hibernate, Maven, Mockito, npm, Node
Software: Eclipse, IDEA, Git, GitHub, PowerShell, pgAdmin, HeidiSQL
Databases: PostgreSQL, MySQL
Operating Systems: Windows

PROFESSIONAL EXPERIENCE

COOK SYSTEMS – Memphis, TN
FastTrack Developer

09/23 – Present

Spring Boot Twitter Clone

- Enhanced user interaction by allowing for the creation of “tweets”, reposts, and likes
- Enabled persistence of data by implementing a Postgres database
- Ensured future scalability and readability of code by separating concerns and implementing a Utility class
- Achieved product delivery in a stable and timely manner through the utilization of branches, pull requests, testing suites, and group code review

Environment: Windows, Spring Boot, Java, SQL

Assessment #2

- A
- B
- C
- D

Environment:

Assessment #3

- A
- B
- C
- D

Environment:

Wal-Mart Global Tech – Remote

04/22 – 04/23

Software Engineer

- Improved data accuracy and enhanced security by building a Gateway filter to allow Fitment-eligible sellers access to fitment APIs
- Improved system reliability and reduced potential bugs by improving code coverage to 95%
- Improved performance and ensured uninterrupted service by updating Gateway filter to call to new GraphQL endpoint after retiring old REST endpoint

MineSuperior - Remote

05/19 – 05/20

Creative and Towny Server Developer

- Reduced load and bloat on creative server by migrating server from three plugins for GUI to one plugin
- Heightened community interaction by developing and implementing a seasonal event for the Towny server using Skript

PERSONAL PROJECTS

Game Design Capstone (Love is Hell)

01/21 – 05/21

- Delivered product while meeting timeline through use of AGILE development with a four-person team
- Delivered core game mechanics by implementing bullet hell and dating sim conversation logic

Environment: Windows, Unity, C#

EDUCATION

Cook Systems FastTrack Java Program – Memphis, TN

09/23 – Present

Concentrated Java Frameworks and developer tools training

Eastern Kentucky University

09/17 – 05/21

Bachelor of Science: Computer Science