MICHAEL WIDEBURG

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SKILLS

JavaScript, Typescript, Python, Ruby, Node.js, Express.js, NestJS, Rails, Django, Angular, React, TypeOrm, Postgres, MySQL, MongoDB, Molecular, NATS, Threejs, Socket.io, Jest, Cypress, Docker, Git

EXPERIENCE

Software Engineer (Typescript, Python, NestJS, Node.js, Moleculer, NATS, React, Django, Docker, Golang)
Estes Forwarding Worldwide (EFW)   April 2023 - Present
- Developed and implemented the Moleculer and Nats architecture for EFW, ensuring efficient and scalable communication between microservices.
- Utilized serverless technology and wrote lambdas, SNS, SQS to enable proof of delivery picture ingestion, improving data accuracy and streamlining the process.
- Designed and executed CI/CD with terraform infrastructure and jenkins for seamless integration of new features and services, reducing deployment time and enhancing overall system reliability.
- Built out the API initiative, transposing legacy EDI to a CRUD based api service to optimize client integration.
- Initiated proper documentation for legacy technologies, integrated swagger for easy client onboarding.

Full Stack Developer (Typescript, Python, NestJS, Node.js, TypeOrm, AWS, MySql, Angular, Three.js)
Union Real Time   Aug 2021 - Feb 2023
- Responsible for a complete redesign of the Radius application's UI experience and optimize scalability by updating angular, micro-services, and AWS. Created new CRUD actions for users to save searches, places of interests and groups of facilities.
- Given 3 months to deliver a 3D UI demo for an upcoming convention, integrating three.js into an angular framework. The demo was successful and brought in 2 years of additional funding from multiple investors.
- Worked on the backend with NestJS, Typeorm, MySql and AWS. The team and I also implemented unit testing using jest and integration testing using cypress.
- Create proof of concept templates for 3D UI with Three.js integrated into an Angular framework to allow users to create and design 3D models of building structures. Utilizing Drag and Drop, Orbit Controls, GTLF Loader, and algorithmic grid placements for easy and repetitive grid placements.
- Implemented version control with a 3 stage system (sandbox, dev, production) using git actions to run the unit/integration tests automatically before merging to the next stage with a CDK to generate s3 buckets and other services when the app was deployed to specific stages.
- Utilize Confluence to add support documents for future developers
- Work with an Agile methodology, 2 week sprints with Jira ticket management and a stand up every morning to decide where attention should be focused.

PROJECTS

Orb Blaster   (Javascript, Three.js)   demo | live | github
*Orb Blaster is a 3d first person game using vanilla **Javascript** and **Three.js***
- Built on Three.js to create an interactive 3d world with mesh objects and vectors.
- Optimized to constant time for deleting objects using hashmap.

Daily Prompt News   (Javascript)   demo | github
DPN is a AI journalist and Image generator
- Leverages openAI's chatGPT and DALL-E to create automated content.
- Hooks into google trends and mediums api

Certifications

AWS Cloud Practitioner Certification   Jan 2022

EDUCATION

Web Development - App Academy   Fall 2020
Immersive software development course with a focus on full-stack web development, which entailed 1000+ hours of coding
Bachelor of Arts - Berklee College of Music   Spring 2012