Nino Lambert

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PROJECTS

Bard: Full Stack Engineer   *August 2022 – December 2022*

- Co-founder of [Bard](), an open-source app for recording, replaying and analyzing how users interact with websites.
- Worked with a remote team of three other engineers to implement Bard's key features.
- Designed a system utilizing RabbitMQ, ClickHouse and Postgres to handle high data throughput.
- Used React to create an intuitive user interface.
- Wrote code to automatically deploy Bard to the AWS cloud while leveraging ECS, EFS and Fargate.
- Used GitHub to effectively collaborate with teammates.

Neptune: Lead Engineer   *September 2021 – May 2022*

- Lead Engineer for Neptune, a decentralized lending and borrowing application on the Solana blockchain.
- Worked with Neptune's founder to design features and implement them in Rust.
- Led a multinational team of experienced software engineers to submit Neptune to Solana's Riptide Hackathon.

SKILLS

Languages: JavaScript, TypeScript, Rust, Go, HTML, CSS, Ruby

Frameworks: Node.js, React.js, Express.js, Gin (Go), Sinatra

Tools: Postgres, ClickHouse, MongoDB, RabbitMQ, Redis, AWS Cloud, Docker

WORK EXPERIENCE

Self Employed: Full Stack Engineer   *September 2021 – Present*

- Developed software applications based on customer needs using a variety of tools and languages.
- Larger projects are detailed above. Smaller projects include:
    - SolGrow, a platform for tokenizing agricultural assets on Solana.
    - CallBin, an app to capture and store incoming http requests.

Epic Systems: Cosmos Project, Verona, WI   *August 2018 – September 2021*

- Managed key initiatives for [Cosmos](), an unprecedently large database of de-identified patient information.
- Worked with a small team to streamline Cosmos installs using agile processes.
- Used Excel VBA and M code to build tools that cut the time to install Cosmos in half.
- Trained Epic employees on Cosmos processes to increase install volume.
- Grew the Cosmos customer base by 10x in 12 months.

Epic Systems: Technical Solutions Engineer, Verona, WI   *August 2018 – September 2021*

- Partnered with teams of IT professionals to maximize their use of Epic's inpatient software.
- Guided my teams through the technical aspects of hospital acquisitions, complex upgrades and COVID-19.
- Successfully coordinated cross-team projects for multiple customers.
- Regularly investigated complex problems and presented solutions to customer leadership (C-Suite).

EDUCATION

Launch School   *September 2021 - Present*

- Intensive online education program for software engineers.
- Unique emphasis on mastery-based learning.
- Focus on full-stack web application development.

Boston University College of Engineering, Boston, MA   *May 2018*

- Bachelor of Science, Biomedical Engineering.
- 3.88 GPA, Dean's List six semesters.