

Nino Lambert

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Projects

Bard [🔗](#)

08/2022 – 12/2022

- Co-founder of Bard: a lightweight, open source application for recording, replaying and analyzing how users interact with websites.
- Worked with a remote team of three other software engineers to implement Bard's key features.
- Designed a backend architecture utilizing RabbitMQ, ClickHouse and Postgres to handle a high write volume and complex analytical queries over large data sets.
- Developed an Express.js REST API for ingesting and accessing data.
- Used React.js and MaterialUI to create an intuitive user interface.
- Augmented rrweb, an existing open source recording engine, into an npm package for easy instrumentation.
- Automated two containerized deployment options: Docker Compose and AWS with ECS, EFS and Fargate.
- Co-authored a comprehensive technical [case study](#) [🔗](#) outlining Bard's problem space, features and design.

Neptune

09/2021 – 05/2022

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

Professional Experience

Cosmos Technician, Epic Systems

08/2018 – 09/2021 | Verona, WI

- Managed key initiatives for [Cosmos](#) [🔗](#), an unprecedentedly large database of de-identified medical information.
- Worked with a small team to streamline Cosmos installs using agile processes.
- Built software tools that cut the time to install Cosmos in half.
- Trained other Epic employees on Cosmos processes to increase install volume.
- Grew the Cosmos customer base by 10x in 12 months.

Technical Solutions Engineer, Epic Systems

08/2018 – 09/2021 | Verona, WI

- Partnered with teams of healthcare IT professionals to optimize their use of Epic's Inpatient and Infection Control software.
- Guided my teams through the technical aspects of hospital acquisitions, complex upgrades and COVID-19.
- Regularly investigated complex problems and presented solutions to customer leadership (C-Suite).

Education

Full Stack Software Engineering, Launch School

09/2021 – Present | Remote

- Intensive online education program for software engineers.
- Unique emphasis on mastery-based learning.

Bachelors Degree, Biomedical Engineering, Boston University

08/2015 – 05/2018 | Boston, MA

- 3.87 GPA, Summa Cum Laude.

Skills

Languages

JavaScript, TypeScript, Rust, Go,
Ruby, Python

Frameworks

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

Tools

Postgres, ClickHouse, MongoDB,
SQL, noSQL, AWS, Docker, Redis