Nigel Haney

nigel.haney27@gmail.com | https://nigelhaney.me | https://github.com/nhaney

Experience

Parsons Corporation
Software Engineer, 2019 - Present

- Selected to be on a small team tasked with designing and implementing a rapid prototype that determined the future of a critical product.
- Implemented new event driven patterns to decouple and extend a previously monolithic application.
- Developed tools and adopted modern practices to improve code quality and developer experience in a legacy codebase.
- Known across the team for consistently high quality code reviews.

Technologies used:
Python (Django + Rest Framework), Docker (Compose), Linux, RabbitMQ, Logstash, MySQL, PostgreSQL, Redis, Gitlab CI/CD

Current Side Projects

Stock Notifier
Service that quickly and anonymously scrapes webpages. Features a modular interface to adjust scraping behavior based on server and page layout.

Goal:
Create a simple SaaS product out of this project

Technologies used:
Python (asyncio, AIOHTTP, Beautiful Soup), Twilio, Puppeteer

Stay Off The Line: Remastered
https://github.com/nhaney/fish-game

Recreating a game I wrote in the past (https://github.com/nhaney/stayOffTheLine) to a relatively new open source game engine, Bevy.

Goals:
- Learn more about Rust and the open source community
- Contribute to the Bevy game engine project
- Deploy game as a WASM application to my webpage

Education

Washington State University, 2014-2018
Bachelor of Science, Computer Science