

Nigel Haney

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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, BeautifulSoup), 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