

Nigel Haney

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Skills

- Python, Django (Rest Framework), REST APIs, asyncio, RDBMS (MySQL, PostgreSQL), Redis
- Docker (compose), developer tools
- OO design patterns, clean code, maintainability, elegant APIs
- Event-driven architecture, messaging (RabbitMQ), data pipelines, microservices
- vim, tmux, bash, git
- Rust, Linux OS and networking fundamentals, C, concurrent programming
- GitHub, GitLab, Atlassian suite
- CI/CD, TDD, Agile
- Basic frontend web development fundamentals (HTML/CSS/JS) with some React

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
- Led design and implementation of various APIs to provide key functionality to integrate with external identity providers and data sources
- 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 while maintaining and extending a legacy Django codebase

Current Side Project

Stay Off The Line: Remastered

<https://github.com/nhaney/fish-game>

- Rewrite of a past project (<https://github.com/nhaney/stayOffTheLine>) in Rust.
- Keeping up to date with a rapidly evolving open source game engine, Bevy, to learn more about Rust and open source software development in general.
- Cross platform builds as a native or WASM application

Education

Washington State University, 2014-2018

Bachelor of Science, Computer Science

Other

- Active TS W/ SCI security clearance