
Olivia Moses

Software Engineer

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PROFILE

Software engineer with 3+ years of experience looking for a position where I can design and develop robust, scalable programming solutions that make others' lives easier.

EXPERIENCE

Bandwidth Inc., Rochester NY - *Software Engineer I*

June 2018 - November 2019

Bandwidth Inc., Rochester NY - *Software Engineer II*

November 2019 - Present

EDUCATION

University of Arkansas, Fayetteville - *B.S. of Computer Engineering*

September 2014 - May 2018

PROJECT EXPERIENCE

Ferret ETL

Worked within a cross-functional team to pilot the design and development for an internal tool for gathering network data with the purpose of improving toll-free call routing, leading to major network-wide cost savings.

GCAC (Global Call Admission Control)

Designed and developed a distributed, high-throughout application for blocking phone calls on the Bandwidth network via a REST API. This system correlated data across multiple data centers using gossip to ensure dataset consistency.

Iris Ride-Along

Spent a week with the UI dev team to familiarize myself with their monolithic, legacy codebase. I then presented my findings to other teams, enabling all of us to complete our UI work on our own, freeing us of that outside dependency.