Paul Sanderson

CONTACT

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SKILLS (years experience)

Java **8** C# **7** .NET **7** SQL **6** Python **3**
Typescript **7** JavaScript **7** UI/UX **7**
SPA Frameworks **7** Accessibility **5**
API Design **7** Microservices **7** CI/CD **7**
Load Balancing **7** Cache Optimization **7**
Cloud Administration **2** Elastic Search **7**
Project Management **5** Scrum Master **5**
Embedded Systems **2** Computer Vision **2**

INTERESTS

Photography Mountain Biking Guitar
Spanish Self-Improvement Chess DIY
Technology Astronomy My Good Dog

OBJECTIVE

To bring a fresh perspective to a challenging senior software development role in an innovating field.

EDUCATION

Bachelor of Science in Computer Science
Professional Option with Honors   *September, 2007 – December, 2011*
Montana State University   *Bozeman, MT*

EXPERIENCE

Senior Applications Engineer   *January, 2016 – September, 2022*
Oracle America, Inc.   *Bozeman, MT*

◆ Designed and developed complex web controls as a full-stack developer

◆ Focused on security; scalability, reliability, and responsiveness; accessibility, usability and reusability

◆ Optimized asynchronous web requests, data routing, and load balancing, caching and expiration

◆ Wrote browser automation scripts, full-stack integration tests, load tests, unit tests

◆ Maintained and improved CI/CD pipeline and processes, built and shared productivity tools

◆ Coordinated cross-team projects, reviewed code changes, trained new devs, managed team scrum role

Cloud Administrator   *August, 2015 – January, 2016*
United States Geological Survey   *Bozeman, MT*

◆ Implemented Virtual Private Clouds on AWS for internal sites across the USGS

◆ Automated AWS management tools with bash and Python scripts

◆ Developed JSON library for generating custom Virtual Private Clouds using CloudFormation

◆ Managed AWS assets like EC2, S3, ELB, EBS, SNS

◆ Defined intake process for user data

◆ Met requirements for a wide range of stakeholders in a fast-paced, agile strategy

Software Developer   *January, 2012 – August, 2015*
Computers Unlimited   *Billings, MT*

◆ Worked closely with QA team members to develop and refine new features

◆ Provided custom code and data hot-fixes to customers with rapid turn-around

◆ Mentored developers through code reviews, pairing, and brainstorming

◆ Provided detailed designs, estimates, and reviews for major projects

◆ Drafted thorough test plans, documentation, and readmes

Android Application Developer   *May, 2011 – September, 2011*
Future Farm   *Bozeman, MT*

◆ Independently built and launched complex Android application from scratch

◆ Optimized UI and data for efficiency and responsiveness

◆ Designed UX to be intuitive and interesting

◆ Collaborated with graphic designer to stylize application

◆ Incorporated Google Ads and Google Maps with custom overlaid user interface

Software Tester   *May, 2010 – September, 2010*
Naval Undersea Warfare Center   *Keyport, WA*

◆ Worked independently to load-test reporting web server

◆ Wrote automation scripts to simulate realistic use-cases

◆ Iteratively gathered data and configured server to respond better to peak demand

◆ Confirmed updates and new features were performant and scalable