

Patrick E. Vargas

Experience

Software Engineer II Tremor Video

New York, NY

Aug 2018 -- Present

#scala #kafka #protobuf #http4s #fs2-kafka #adtech #python #docker #kubernetes

- » Worked on bidding application to serve 300k requests per second.
- » Implemented various campaign filters, such as city and audio targeting, which generated \$5M in 2021.
- » Architected and implemented a supply-sampling system to assist in campaign runtime analysis for customers.
- » Led and Coordinated globally mixed, international teams using organizational, clerical, and project planning best practices.

Registrar

#scala #kafka #protobuf #http4s #fs2-kafka

- » Architected an app to sample supply to better identify issues in delivery through kafka and a lean scala app.

Historian / Forecaster

#scala #play-framework #python

- » Created application to help sales/operation teams lookup historical information to fine-tune delivery of campaigns.
- » Built pipeline to transform supply data into a bitmap-style database for quicker query times.
- » Designed and implemented the API for integration with other apps.

Software Engineer Disney Streaming Services

New York, NY

Nov 2016 -- Aug 2018

Previously Major League Baseball (MLB)

#java #spring #jersey #memcached #node #docker #aws #groovy #graphql

- » Led team in constructing a new shared CI library for organization's compliance.
- » Mentored junior developers in software engineering best practices (pull-requests, software construction, testing).
- » Refactored major parts of the application into smaller micro-services.
- » Facilitated performance testing with QA team to vet applications before launch.
- » Fixed issues for clients in a timely manner.
- » Implemented and extended functionality based on client requests.
- » Learned the best practices of a highly-available, large-scale application.

Shared Jenkins Library

#jenkins #groovy #sonarqube #mvn

- » Led the direction of implementation for team members.
- » Improved overall code quality with automated SonarQube analysis on pull requests.
- » Bolstered use of library through automated JavaDoc publication and thorough wiki documentation.

Stats API

#java #spring #aws #memcached

- » API built for National Hockey League (NHL), Major League Soccer (MLS) and League of Legends.
- » Highly available application, accessed in a variety of devices.
- » Used Memcached to allow for 800,000 concurrent users, at 1000 messages per second.

Software Engineer Pitney Bowes Software

Boulder, CO

Jun 2014 -- Nov 2016

#grails #groovy #java #spock #postgresql #jenkins #aws

- » Implemented a status reporting website for stakeholders utilizing the Jenkins API.
- » Led my team in the transition from SVN to Git, providing tools and documentation to make the switch seamless.
- » Built and automated a SQL testing framework for our data production pipeline.
- » Setup a Continuous Integration server, using Jenkins, for our project space.
- » Volunteered as Documentation Lead and Scrum Master to streamline efficiency of day-to-day team minutia.
- » Created a per-revision, performance-testing and reporting system for a high-profile project.

Geocoding Data Report

#aws #grails #groovy #postgresql #jenkins

- » Presented product managers and other stakeholders with the most up-to-date product production status.
- » Automatically collected and intelligently predicted quarterly production plans for efficient planning meetings.
- » Provided automated information concerning specific product builds for use by sales and engineers.

Languages and Databases

- » Scala (preferred), Java, PostgreSQL, MySQL, Vertica

Software, Frameworks, and Utilities

- » Kafka, Docker, Kubernetes, Protobuf, Scala Play Framework, SonarQube, Git, GitLabCI, Jenkins, DataDog

University of Colorado Boulder

Boulder, CO

Aug 2009 -- May 2014

Bachelor of Science, Computer Science

- » Atmospheric and Oceanic Science Minor
- » Technology, Arts and Media Minor (Graduated with Honors)
- » Dean's List, Spring 2014 and Spring 2013, College of Engineering and Applied Science
- » Dean's List, Spring 2011, College of Arts and Science

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Skills

Education