Quinten Marsala
Sr. Software Engineer - Spokane, WA

About Me

I enjoy helping people by solving problems with technology and creating something new.

I value team work over individual contributions, and prefer to work in a highly collaborative environment.

In my free time, I enjoy golfing, video games, and even more programming.

Experience

Emmersion / *Sr. Software Engineer*

February 2023 - May 2023

Language Assessments

- Participated in mob programming to design and implement new features for the language assessment platform
- Implemented a LinkedIn integration on the Score Report page, boosting the rate of certificate shares by 30% and driving a more active engagement with our user base on the professional network.

Cricut, Inc / *Sr. Software Engineer, Enablement*

June 2020 - February 2023

Enablement

- Researched and designed POC's using new technologies and patterns such as Kafka and graph databases
- Developed shared libraries to improve the productivity of the developers on various teams
- Developed dotnet templates to improve the speed and consistency of beginning a new project
- Assisted in the development of a ci/cd pipeline built on GitHub Actions

Subscriptions & E-commerce

- Assisted with the design and implementation of the subscriptions platform utilizing Kafka
- Assisted with the design and implementation of the digital entitlements platform utilizing Neo4j

Cricut, Inc / *Sr. Software Engineer*

October 2019 - June 2020

Community

- Implemented custom cdn for Cricut images using AWS Lambda@Edge and S3
- Helped make improvements to the taxonomy system that categorizes the content within Design Space

Progressive Leasing / *Tech Lead - Sr. Software Engineer*

February 2019 - October 2019

Checkout Platform

- Designed, implemented, and maintained a platform for customers to sign their lease agreement and collect their initial lease payment
- Improved performance of the document creation process by reducing the memory footprint by 50%
- Reduced time to create the lease agreement document from 10+ seconds to an average of 3
- Improved insight into our production application by implementing Google Analytics

Progressive Leasing / *Software Engineer*

November 2017 - February 2019

Electronic Store Payment Platform

- Designed and implemented a system to pay integrated stores for leased merchandise
- Reduced hours of work for accounting by allowing them to set up automatic payments to merchants
- Improved accounting's insight into merchant payments by providing searchable dashboards to quickly review payments being made to our merchants

Virtual Payment Platform

- Designed and implemented a system to pay stores in real time for leased merchandise allowing Progressive to do business with more big box retailers
- Provided a scalable way to set up pilots with new merchants by generating virtual credit cards to be used for purchasing the merchandise for the customer
- Coordinated integration efforts with third party provider

Automatic Lease Funding

- Maintained and implemented new features in a system that funded new leases
- Reduced ~100 hours of work per day for accounting and increased the scalability of the product by automatically reviewing the signed lease agreement and initiating store payment procedures

Progressive Leasing / *Junior Software Engineer*

February 2014 - November 2017

Centralized Logging

- Built a syslog infrastructure using syslog-ng that would collect all of our systems logs and store them in a centralized and searchable location
- Greatly improved the ability to debug our production applications by providing a one-stop shop for all of our applications logs

Education

Utah Valley University | *Computer Science* | August 2019

Contact

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https://github.com/qmarsala

Skills

- C#
- AutoHotKey
- TypeScript
- JavaScript
- HTML
- CSS
- SQL
- Bash
- PowerShell
- .NET
- Angular
- React
- Vue
- Restful API's
- Visual Studio
- VS Code
- MSSQL
- PostgreSQL
- Kafka
- Neo4j
- Redis
- Git
- GitHub Actions
- Test Driven Development
- CI/CD
- Object Oriented Programming
- Design Patterns
- Functional Programming
- Docker
- Kubernetes
- Containers