

Reece Lardy

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[GitHub](#), [LinkedIn](#), [Portfolio](#)

Education

University of Wisconsin-Madison

May 2021

BS, Computer Engineering

- Dean's Honor List, Software Development Club, Recreational Football & Basketball

Work Experience

Sportradar, Inc.

Aug 2021 - Present

Software Engineer (Hybrid)

Minneapolis, MN

- Helped lead a squad launching an entire platform replacement of an **API Gateway** for a massive real-time data service using **Infrastructure as Code** (Serverless framework for CloudFormation resources) and the **AWS SDK** along with a user interface for customers to manage their own **API keys**. Built with **TypeScript**, **Node.js**, **Apollo GraphQL**, and **React**. The app is available publicly at <https://console.sportradar.com> and documentation for the API found at <https://docs.sportradar.com>
- Quickly oriented myself in multiple legacy applications, each built on complex **microservice architectures** using **JS/HTML/CSS-based user interfaces**, **JRuby** backend logic and test suites, **message brokers**, **Amazon RDS**, **ElastiCache**, **Gitlab automated deployment pipelines**, and more such that I could contribute new features and bug fixes immediately
- Proficiency with our production architecture built on **Kubernetes** and **Helm charts** hosted on **AWS EKS** such that I could handle periodic weeklong, 24/7 **on-call shifts** within 4 months of my hire date
- Led my team in **security-related initiatives** that required engineering-led motivation and discipline to eliminate vulnerabilities and place the company in a stronger position for our modern high-risk cybersecurity landscape.

Dispatchit, Inc.

May 2020 - Aug 2020

Software Engineer Intern (Remote)

Bloomington, MN

- **Ruby on Rails** SWE on the Product team, building features regarding the new multi-stop order solution for the **mobile/web application** with a fully-remote **Agile** team
- Worked extensively with **Atom**, using **RSpec** in order to write **Unit tests** (with **stub testing** for **MySQL** database) using behavior-driven development

Pearson VUE

May 2019 - August 2019

Software Engineer Intern

Bloomington, MN

- **Java** SWE on the Product: Desktop Test Driver team, building features our **Windows application** with an **Agile-Scrum** team
- Worked extensively with **IntelliJ IDEA**, **Ant**, **Grandle**, using **JUnit** in order to write **Unit tests** (with **stub testing** for **MySQL** database) using behavior-driven development

Projects

ECE 453: Embedded Microprocessor System Design

- Designed and implemented a product that was **recognized** and **sponsored** by Epic engineers
- Created custom **PSoC firmware**, designed custom **printed circuit boards** that fit in a cupholder, allowing the **game-table** to use **sensor** data to enable user cups to be part of gameplay

COMPSCI 506: Software Engineering

- Developed a standalone web application to bring music to life using **THREEjs**, **AngularJS**, **Firebase**, **Bootstrap Studio**, **Karma**, and **Protractor**
- Implemented **algorithms** to smooth both local **.mp3** data and **SpotifyWebPlaybackSDK** data, and visualized them in **3D** using **THREEjs**