Scott M Skow

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B.S. Computer Science -- Rowan University 2009

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My goal is to further enhance my Knowledge and Skills in all things Software and to Thrive in a new Environment where the Culture is supportive and new ideas are Welcomed. In my spare time I enjoy playing Hockey, Biking, Snowboarding, Camping, the Great Outdoors, and Harnessing my Craft.

Software Experience

- **Preferred Languages** - Node.JS (9), Python(6), GoLang (6), C/C++ (4)
- **Libraries/Frameworks** - Vue.JS, AngularJS, React/React-Native, Flutter, JQuery, Django, Zend
- **Software** - Vim (spaces not tabs), Git, Jenkins, MySQL, MongoDB, ElasticSearch
- **Platforms/Environments** - Linux/Unix, BASH, AWS, GCloud, Heroku, DigitalOcean
- **Functional "Buzzy" Skills** - DevOps, Technical Lead, Software Architecture, Object Oriented Design, Functional Programming, Legacy Refactoring, Unit Testing, Software Documentation/Maintenance, Agile/Scrum Practices, TDD/BDD/Paired Programming

Career Accomplishments

Senior Software Engineer - Present

Oddball.io - Digital Consultancy

I currently work for a Consulting firm in the Federal Government space. My current team delivers an Authentication system for the entire footprint of Healthcare.gov and MyMedicare.gov. This application at its peak operation processes over 50 million transactions at scale during Open Enrollment.

Software Used: **Node.js, MySQL, Nginx, AWS**

Highlights/Achievements:

- Architected OAuth 2.0 Solution to deliver Multi-Tenancy Authentication Framework
- Architected/Implemented Single-Point Session Revocation Solution

Outcomes:

- Exemplary repertoire with Client Leadership for Project Specifications
- Project Extension until 2022 due to high remarks of quality

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Lead Software Engineer - March 2016 - July 2018

T-Mobile: Home & Entertainment - Formerly Layer3TV, Inc (*acquired)*

I was the Team Lead of the Video Product which is deployed on our Set-Top-Box hardware in Customer's homes. This is the focal point of the business and it gave me great satisfaction knowing that my work was an integral part of the daily lives of our Users. The application began as a Legacy Prototype in Javascript/HTML/CSS that is deployed on the integrated Opera Devices SDK (Browser) for our in-house hardware, but we eventually transitioned to starting over from scratch. I was constantly challenged with finding the balance between hardware resource constraints (limited memory, cpu, etc..) and timely delivery of features to our Customer base without diminishing their experience.

Software Used: **Node.JS/WebPack/ES6/HTML5/SASS, GoLang, C/C++**

Architected & Implemented:

- Embedded Framework for 3rd Party Partner Integrations
    - YouTube, Pandora, IHeartRadio, Xumo, more..
- Continuous Delivery System with Jenkins/AWS/GIT
- Automated Test Suite to replace Manual Testing
- Greenfield Solution to replace Legacy Application

Outcome:

- Thousands ($$$) in revenue streams from BizDev for 3rd Party Partners
- 1 week cadence on Code Delivery down from ~2 month average
- 300% Decrease Customer Service calls for outstanding issues
- 200% increase in Developer productivity
- 100% increase in Code Quality
- 50% decrease in LOC

Backend Engineer - January 2015 - March 2016

Layer3TV, Inc

Operations Portal "Maestro"

This application was architected and designed by me as a framework to interact with everything on the internal system from managing accounts, to signing up new customers, to configuring automated transactional emails. The objective was to have a simple interface for Ops could handle accounts efficiently to workload on Engineers.

Software Used: **Node.JS, MongoDB**

Outcome: The set of applications has grown from the initial 5 to over 100 different applications with various business purposes. A complex ACL/Role system was put in place to only enable specific features to Employees who were required to have access to those features.

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Customer Care Portal

This application was designed to replace the already outdated Care Portal that Customers would use to sign in and manage their accounts. The framework was built to allow flexibility when adding other new features and rapidly update designs to be put into Customers hands. It was also built with the idea in mind that new Engineers could be quickly introduced to the Ecosystem and begin adding code within the first couple of weeks of onboarding.

Software Used: **Node.JS, BackBone.JS, MongoDB**

Outcome: This framework is still the underlying framework used today by Customers to update their subscriptions, pay bills, and seek help via the integrated Chat System (ZenDesk). This has been widely used as a great onboarding tool for new Engineers.
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Automated Transactional EMail System

This system was designed to handle all transaction e-mails to Customers for purposes including: Password/Username recovery, Recent purchases, Account/Billing changes.

Software Used: **Node.JS, SendGrid API**

Outcome: The system currently supports custom email templating and handles over 1000 transactions a day
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System Monitoring Framework

Designed and developed the framework for monitoring services across the entire Backend system using Sensu Monitoring tools.

S*oftware Used*: **Ruby**, **Sensu.io**

Outcome: Engineering wide email and Slack alerts notified Engineers when the system was not behaving properly which allowed for the detection of outages before they occurred.

Software Engineer II - March 2011 - January 2015

Comcast Cable Corp

Inventory Management System

This application was initially a prototype, architected and designed by me, to handle spare parts inventory. The objective was to manage and maintain spare parts across warehouses nationwide. Teams could locate specific parts via a complex search platform driven by ElasticSearch, as well as validate the parts existence in the warehouse. Since each warehouse was required to have minimum levels of specific parts, Users were able to see overall counts for each part located in the warehouse, and adjust the levels accordingly by shipping parts from one location to another.

Software Used: **Node.JS, AngularJS, ElasticSearch, MySQL**

Outcome: The prototype was made into an active Beta and the Spare Parts Management team was able to save an estimated 3 million dollars per year by having efficient levels of spare parts at the correct locations.

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Quick Ticketing System

This application was the result of a paired programming exercise between myself and another member of the team. The objective was to increase the speed in which Network Engineers could create maintenance tickets across the nationwide system. The legacy way of submitting tickets could take an Engineer upwards of an hour to submit because of the manual effort required to submit.

Software Used: **AngularJS, Python, MySQL**

Outcome: By streamlining the submission process, Engineers were able to submit in under 1 minute in 98% of the cases.

Automated Scheduling Calendar

This application was architected and designed by me as my first project on this team. The objective was to automate the resource scheduling of entire overnight teams in order to deal with conflicts when scheduling work on the Network and increase efficiency across overnight teams by preventing maintenance overload. The main interface was a simple calendar view that displayed total counts resources on any given day and the corresponding usage counts. The calculations were done on the fly to achieve the most up-to-date data based on current work scheduled in the system and which resources were assigned to each. A secondary view was added in order for Managers to maintain their team's schedules as well as make updates for vacation and PTO in real-time.

Software Used: **Javascript/Sencha ExtJS, MySQL, Bash Scripts (CRON)**

Outcome: Increased network maintenance efficiency (completed work) by over 50% per night