

# SETH WAY

SOFTWARE DEVELOPER



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sethway.site



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## TECH SKILLS

### Languages:

JavaScript (ES6+), TypeScript  
Python, Java, C#  
HTML, CSS

### Front End:

React, Bootstrap

### Back End:

Node, Express, NGINX  
MongoDB/Mongoose  
T-SQL, Webpack

### Deployment/Testing:

AWS, Docker  
Jest, Enzyme

### Other:

Git

## EDUCATION

### HACK REACTOR, ADVANCED SOFTWARE ENGINEERING IMMERSIVE

Seattle, Washington  
2020

### MICROSOFT SOFTWARE & SYSTEMS ACADEMY

Fort Bragg, North Carolina  
2019

## AWARDS

Army Commendation Medal (X2)

Army Achievement Medal (X2)

Army Good Conduct Medal

National Defense Service Ribbon

Non-Commissioned Officer

Professional Development Ribbon

Overseas Service Ribbon

Parachutist Badge

## FUN FACTS

Received a NAUI Open Water SCUBA  
Certification in Croatia, 2016

## PROJECTS

### WEBCHAT-EDITOR

*AN OPEN-SOURCE WEB APP THAT PROVIDES A GUI FOR A USER TO CUSTOMIZE THE LOOK & FEEL OF A MICROSOFT BOT FRAMEWORK WEB CHAT INSTANCE WITHOUT TOUCHING CODE.*

- Collaborated with a team of engineers & designers to further develop the features and user-experience of this web-app.
- Intended to make working with Microsoft's chat bot framework more accessible for everyone.
- Enabled users to receive real-time feedback to changes in the web chat styling options & access an exportable and reusable JSON styling object.

### RESERVE-A-TABLE

*AN OPEN-SOURCE, TABLE-RESERVATION APPLICATION BUILT TO WITHSTAND SPIKES DURING PRODUCTION LEVEL TRAFFIC.*

- Scaled architecture to handle 375% more requests per second while maintaining a less than 1% error rate on AWS's free tier of micro servers.
- Created and configured NGINX load balancers capable of handling over 1700 requests per second.
- Containerized server and microservice using Docker to eliminate the overhead of maintaining environment compatibility during collaboration and development.

### FANORONA

*A LOGIC INTENSIVE, STRATEGY BOARD GAME FOR TWO PLAYERS. PLAY IS SIMILAR TO OTHER POPULAR GAMES SUCH AS GO, CHECKERS, & OTHELLO.*

- Utilized short polling to allow multiple users to logon remotely and access a single game instance.
- Stored the state of the game to the database, allowing for players to return to a game in progress.

## EXPERIENCE

### SQUAD LEADER

US Army / NC & Vincenza, IT / 2014 - 2019

Supervised a team of five in completing work orders in a metal fabrication shop. Held authority over quality control and taskings. Maintained welding and precision machining equipment, to include repairs and regular services.

- Mentored and managed a team of 4-8 members with responsibility for their technical and career development.
- Managed and delivered on approximately 100 project deadlines in a demanding, fast-paced environment that required balancing work schedules with extensive program demands.
- Maintained and accounted for equipment valued at \$3,000,000 without loss.