SETH WAY

SOFTWARE DEVELOPER

570.419.2673   seth.r.way@gmail.com   sethway.site   github.com/seth-way   linkedin.com/sethway

TECH SKILLS

Languages:
JavaScript (ES6+), C#
HTML, CSS

Front End:
React, Bootstrap
JQuery

Back End:
Node, Express, NGINX
MongoDB/Mongoose
MySQL, 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

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.

BUT WHERE SHOULD WE EAT?

AN OPEN-SOURCE, SERVICE-ORIENTED, COLLABORATIVE APPLICATION BUILT WITH REACT, DOCKER, AND MONGODB.

- Containerized server and microservice using Docker to eliminate the overhead of maintaining environment compatibility during collaboration and development.
- Created proxy server endpoints and API using express server hosted on AWS EC2 instances.
- Built SOA framework while maintaining integrity of component styles.

FANORONA

A LOGIC INTENSIVE, STRATEGY BOARD GAME FOR TWO PLAYERS. PLAY IS SIMMILAR 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.