Nicholas Judge

♥ Baltimore, MD

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Goal Statement

Full-stack software engineer with almost a decade of experience architecting scalable systems across cloud infrastructure, backend services, and modern web applications. Proven expertise in Rust, .NET, and JavaScript ecosystems with strong DevOps practices including containerization, CI/CD pipelines, and AWS deployment strategies. Demonstrated leadership in technical modernization initiatives and cross-functional collaboration.

Education

Goucher College

Sept 2014 - May 2018

Bachelor of Arts in Computer Science

Technologies

Languages: Rust, C#, C++, C, Java, JavaScript/TypeScript, Python, SQL, HTML/CSS

Technologies: .NET, Microsoft SQL Server, SQLite, Git, Linux, Kubernetes, Docker, React, Node.js, AWS, DataDog, IIS

Experience

Senior Software Engineer Share ASale / Awin

Baltimore, MD June 2022 - Present

- Architected multiple production Rust services: AWS SQS transaction sync (1k+ daily), Shopify event logging API (5k+ events), Cloudflare CLI tool, and automated testing framework replacing manual Postman workflows
- Designed comprehensive .NET NuGet package suite for framework modernization: structured logging with Serilog, AWS
 Secrets Manager integration, MSSQL RDS database wrapper, and SMS/email notifications with Twilio and internal SMTP
 server
- Led modernization initiatives across 10+ .NET services: migrated three services from .NET Framework 4.6.1 to Core 8.0, transitioned entire codebase from SVN to GitLab with CI/CD pipelines
- Contributed to legacy Shopify plugin modernization, upgrading React and KOA JavaScript frameworks to support latest Shopify CLI
- Developed fraud detection REST API with React frontend integration, tracking malicious activities across multiple platform services
- \circ Maintained business-critical Sale Processor handling 90k+ clicks, 10k+ captures, and 700+ transactions per peak hour with additional .NET Core health monitoring service
- Transformed infrastructure: logging from Windows server files to DataDog JSON ingestion with parsing pipelines, containerized services with Docker for AWS ECR/EKS deployment
- Collaborated on Java Migration APIs facilitating 20k+ client account transitions to Awin platform and created technical documentation for AWS deployment procedures

Software Engineer Internet Testing Systems

Baltimore, MD Aug 2019 - June 2022

- Collaborated with Product Managers and QA teams to deliver .NET Core and Framework applications supporting 5000+ users across online testing platforms
- Implemented real-time test launching application using .NET MVC and SignalR, enabling administrators to deploy test configurations dynamically
- Automated IIS application deployment through .NET API integration with Azure pipelines
- o Designed SQL Server maintenance jobs for automated cleanup of stale database records across multiple environments
- o Created SQL best practices validation plugin as SSMS 2017/2018 extension
- Managed comprehensive Azure CI/CD pipelines for web applications and services
- \circ Optimized data comparison tool performance, reducing processing time for 1M+ record datasets from 90 seconds to 34 seconds

IT Mobile Device Analyst World Bank

Washington, DC August 2018 - August 2019

- Managed enterprise mobility solutions using MobileIron and Microsoft Intune for Android and iOS device configuration and troubleshooting
- Resolved multi-severity Remedy and ServiceNow tickets covering mobile devices, RSA tokens, and telecommunications support
- \circ Served as primary liaison between help desk, end users, and tier 3 support teams for mobile environment and remote access solutions

Projects and Presentations

Rust in Production

o Presentation given internally detailing the journey of building and deploying Rust code in production

Data Comparison Tool

• Rust based CLI tool to compare two mysql database tables in a local sqlite file and output the added, changed, and removed records to a CSV output file

TigerClaw

• Rust based testing suite built to extract a token from an internal oAuth endpoint and test against a set of Migration APIs with additional validation to ensure the API responses match the expected results

Simple Dungeon

• TypeScript exploration of a simple online TTRPG client using Bun as a JavaScript package manager and build tool, with HTMX for client-side component building