Oskar Stephens

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OBJECTIVE

A fulfilling and creative position within a development team, with particular emphasis on backend systems

EDUCATION

Bachelor of Science, Computer Science
Oregon State University, Corvallis, OR, December 2009
Concentration: Computer Systems

SKILLS

Languages & Software:

- Java
- Python
- Bash
- Git
- DevOps/SRE

- Django(limited)
- Distributed systems
- AWS
- Google Cloud

- Relational and KV-Store databases
- Message Queues
- Beam/Dataflow
- Metrics/Tracing

Operating Systems: Linux(Ubuntu/Gentoo), Mac OS X

EXPERIENCE

Principal Software Engineer — February 2019 - Present
Lead Software Engineer — October 2016 - February 2019
Senior Software Engineer — August 2014 - October 2016
Urban Airship, Portland, OR

- Provided architecture guidance for new projects
- Lead engineer on a team of 4 backend engineers, developing and maintaining high throughput Java microservices for audience segmentation and push message delivery (>100k messages/s)
- Developed reporting system for targeting message audience based on behavior and device properties
- Transitioned from single bare metal data center, to multiple cloud provider regions
- Integrated mobile wallet product with core push delivery systems
- Led performance and cost optimization initiatives

Senior Software Engineer — September 2012 - August 2014
Dark Horse Comics, Milwaukie, OR

- Android and iOS Mobile comic reader apps
- Ecommerce and user library backend(Django based)
- Created OpenStack based infrastructure and devops environment(Puppet)

Software Engineer II — June 2009 - September 2012
Novellus Systems, Tualatin, OR

- Developed realtime control software for plasma deposition semiconductor equipment using Java and Linux/QNX
- Lead developer of UI and support software for Vertical NAND memory creation
- Led project to improve usability and responsiveness of user interfaces
- On-site SW support/development for customers

Student Developer   January 2007 - March 2008, September 2008 - June 2009
Oregon State University Open Source Lab (www.osuosl.org)
- Developed printing system on the OLPC project
- Developed internal web based server room management platform

Software Developer Intern   March 2008 - September 2008
Boeing Corporation, Gresham, OR
- Developed and maintained intranet websites (.NET)
- Developed .NET application for managing part measurement files
- Redesigned look and feel of website templates

Computer Lab Assistant   September 2006 - January 2007
Oregon State University, Corvallis, OR
- Assisted students with general computing questions
- Supported Windows, Mac, Microsoft Office, Internet Explorer, and a variety of miscellaneous programs and tools.