

Malachi Tolman

Employment History

Software Developer, Sandia National Laboratories, Albuquerque, NM

OCTOBER 2017 – PRESENT

- Worked on four different projects: each one a data repository built on similar tech stacks tailored to unique user workflows.
- Planned a minimal viable product four months out and delivered on every promised feature by leading a team of two interns to develop the application.
- Created a frontend framework used by two teams of eight developers that moved their applications from MVC to a more scalable MVVM pattern.
- Led a department UX initiative to hire UX professionals who proceeded to cut development time and costs in half for a team of eight developers.
- Planned a minimal viable product that met customer requirements five months out and delivered on every promised feature by leading a team of five other developers.
- Reduced build pipeline flakiness by a factor of four by developing testing best practices and training two teams of eight developers on such.
- Acted as scrum master for a team of eight developers inside of a SaFE framework.
- Cut turn around time on cyber security approvals from four months to three weeks by participating in a process improvement initiative and training as an official liaison between developers and the cyber department.

Research Assistant, University of Idaho, Idaho Falls, ID

JANUARY 2016 – SEPTEMBER 2017

Converted existing discrete event simulation from procedural functions to an object oriented design, both in Python. Contributed an additional 2,000 lines of code to complete the project.

Software Intern, Idaho National Laboratories, Idaho Falls, ID

MAY 2016 – SEPTEMBER 2016

Interned with a team of six developers maintaining a desktop application written in C#. Maintained UI tests through Visual Studio's Coded UI Test framework. Helped fix bugs reported by users.

Education

Masters: Nuclear Engineering, University of Idaho, Idaho Falls, ID

JANUARY 2016 – SEPTEMBER 2017

Emphasis in computation

Bachelors: Physics, Brigham Young University - Idaho, Rexburg, ID

APRIL 2011 – APRIL 2014

Minors in Math and Computer Science

Projects

- Taught online CS 100 course for BYU Pathway Worldwide.
- bitbucket.org/tomotoo/unity
- Wrote prototypes for two different games in C# (using Unity). Repository is held at link above.
- First game included custom AI for rudimentary path finding
AppleMan/Assets/Scripts/OtherCharacters/SeekerMelon.cs
- Second game included projectile motion calculator to guarantee that objects stay on screen for any arbitrary screen size
DoomCuddles/Assets/Scripts/FolkSpawnerHelpers/LaunchForceCalculator.cs

Details

208-940-0301

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Skills

Angular 2+

Karma/Jasmine

Cypress

Java

Spring Boot

Sass

Neo4j

Jenkins

Serenity BDD

Selenium Webdriver

Docker

Python

React

Mongo DB

Kubernetes