

Terry Roy | Software Developer

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WORK EXPERIENCE

Software Development Engineer 2 at Amazon Advertising Java, React | Sep 2020 - Present | New York, NY

- SDE 2 at OMS, the Amazon service to create internally managed advertisement campaigns
- Maintained service infrastructure (fixing hosts, scaling up services, updating dependencies, etc) and mitigated large scale production issues while on call support with customers and upstream and downstream services
- Built new reporting infrastructure managed by AWS CDK pipeline. Lambdas invoked by EventBridge dumped daily reports to S3 buckets for use by OMS product, finance, and legal teams.
- Created pipeline daily dump of OMS DynamoDB data into Glue database which is being utilized by more than 3 partner teams.
- Refactored OMS UI tables using AgGrid to support inline editing directly in table for ad products, enabled customers to save around 14,000 hrs/year. Personally created UI mocks for this feature due to resource constraints with UX team.
- Updated backend so legal and yield teams can approve new ad products referred to as deals. Also made UI changes to load deal data from partner team, discovery work to learn about new apis for deal creation and approval
- Mentored intern to migrate financial data job to new service so legacy code could be deprecated. Intern got return offer.

Software Developer Co Op at Power Advocate Java, React, Node.js | Aug 2019 - Dec 2019 | Boston, MA

- Migrated business logic for Energy Intelligence Platform from legacy Java mono repo to Node.js and React micro services
- Pair programmed on all projects - collaborated with new partner on new project every few weeks
- Projects included new UI to view energy metrics via charts, improved search functionality built on top of elastic search

Software Development Intern at Amazon Web Services Scala, Golang, Java | May 2019 - Aug 2019 | Seattle, WA

- Enabled first party integration of AWS Elastic File System with AWS Codebuild
- Persist intermediate build artifacts or cached dependencies across builds, reducing build times for consecutive builds
- Developers can access files from EFS at build time and build larger projects which don't fit in docker volumes

Software Developer Co Op at Pison Kotlin, Unity | July 2018 - Dec 2018 | Boston, MA

- Developed infrastructure for Pison controller to interact with computers and other devices
- Created software demos for Android, HoloLens, Android based augmented reality headsets, Windows; all controlled by the Pison device and demoed projects to potential investors
- Collected EMG data from ALS patients via the Pison controller, patients were able to navigate UIs using the controller

PROJECTS (theterryroy.com/projects)

Chai App Node.js, React Native | May 2020 - May 2021 | New York, NY

- Mental Health app designed to have conversations on mental health, 1000 installs on Google Play and 400 installs on Apple App store
- Full production app utilizing Expo for deploying and packaging to both iPhone and Android. Backend built on Google Firebase Cloud Firestore, used Firebase Cloud Functions for business logic. Front end in React Native.
- Handled all UX and UI design using inkscape, lottie, adobe after effects

TECHNICAL SKILLS

Languages: Java, Javascript, React, Python, Kotlin, C#, C++, C, SQL, HTML, CSS

Tools: IntelliJ, Unity Game Engine, Android Studio, Visual Studio, GitHub

EDUCATION

Northeastern University, Boston, MA

Sept 2016 - May 2020

Khoury College of Computer and Information Science

May 2020

Bachelor of Science in Computer Science and a minor in Mathematics

Activities: Alpha Phi Omega Service Fraternity, Guitar, Rock Climbing