

# THOMAS ROBINSON

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## Skills

- PHP | Laravel | Go | Gin | Python | FastAPI | Ruby | Ruby on Rails | Jest | JavaScript | TypeScript | React | Redux | Node.js | Elixir | C | Lua
- PostgreSQL | NoSQL | AWS (EC2 | ECR | S3 | Lambda) | Docker Compose | Kubernetes | CircleCI | GitHub Actions | TDD | Unit Testing
- Microservices | Systems logging | distributed systems | Front-end | Back-end | Full-stack | English | Spanish | Italian | French.

## Experience

### Senior Software Engineer

[ActiveCampaign](#)

06/2023 - Current

- Led throughout the whole software development cycle, the creation of a Zendesk microservice used by the internal services team, to accelerating the whole zendesk ticket creation and resolving workflow processes by over 90%, using **Python with FastAPI, Pydantic, SQLAlchemy, MySQL, self hosted Redis instances deployed to AWS EKR, PHP, Typescript, Grafana, Pulumi, Prometheus**. All while using a **test-driven development** approach in order to accomplish code coverage of over 95%, minimizing the amount of incidents and bugs by 80%.

### Mid-Senior Software Engineer

[SchoolMint](#)

Lafayette, LA, USA

05/2022 - 06/2023

- Led the design and development of multiple enterprise-level microservice applications for SchoolMint's flagship product (Enroll) using **AWS, Laravel, PostgreSQL, DynamoDB, Docker, Python, Go, Node.js, React, and Redux**, driving \$6.3 million in revenue annually.
- Developed scalable APIs and background workers for sending **millions of communications asynchronously** using **Laravel, Redis, and AWS**, that serve millions of school administrators, students, and parents daily.
- Led the development of several EdTech E2E, from identifying system requirements and partner dependencies to workload balancing, software implementation, engineering, testing, and configuring metrics, alarms, monitors, and dashboards.
- **Minimized codebase complexity by 80%** while **reducing render time by 90%** by **implementing a new form validations algorithm**.
- Continuous integration/deployment pipeline integration, pull requests, code reviews, load/stress testing, and unit/integration/E2E testing.

### Lead Software Engineer, Contract

[Prime Provisions](#)

09/2022 - 01/2023

- Responsible for software engineering, web design, SEO, yacht & mega yacht provisioning.
- Designed, implemented and deployed to production both [landing page](#) and [web store](#) for clients.

### Mid Software Engineer

[SchoolMint](#)

Lafayette, LA, USA

01/2021 - 05/2022

- Implemented enterprise applications of Student, School, Applications Imports using **React, Redux, Ruby on Rails, AWS, and DynamoDB**.
- Led the design and development of data import systems that **increased work efficiency** within the SchoolMint Legacy system by **90%**.
- Completely automated the internal technical support operations by integrating **Sidekiq, Ruby on Rails, ECR** and **PostGIS** in a single API.

### Associate Software Engineer

[SchoolMint](#)

Lafayette, LA, USA

12/2019 - 01/2021

- Designed and implemented enterprise EdTech SaaS applications for California's largest education districts, driving yearly revenue of \$40 million using **Ruby on Rails, jQuery, MVC, MySQL, Node.js, React, Redux, and jQuery**.
- Engineering owner of the E2E experience of the legacy enroll, re-enroll, and lottery systems (PC/Mobile).

### Associate Software Engineer

[CHECK](#)

Cartago, Costa Rica

12/2017 - 12/2019

- [Suplai](#): Web Application for general supply provisioning for companies (Angular, Node.js)

## Education

### Bachelor of Science in Computer Science

[ULACIT](#)

San Jose, Costa Rica

01/2018 - 05/2021

- Major in Computer Engineering

## Projects

- **SIMPLEBANK**: Concurrent Fintech API auto deployed to AWS EKR and RDS, written in Go (Gin). [Link](#) to repository. (02/2023)
- **RESTAPP**: Co-Creator of Interactive, restaurant franchise business administration software. [Link](#) to repository. (07/2020)
- **DUALBUNDLE**: Designed and developed two video games, using Java and LibGDX 2D Framework. [Link](#) to repository. (07/2019)

## Mentorship

- [SchoolMint Internship Program Mentor](#): Career advice, teaching programming concepts, mentoring SIS interns (01/2021 - 06/2023)

## Others

- **Certificate of Italian Language Proficiency (+B1)**: UNED, Language learning center. (03/2019)
- **Hobbies**: Calisthenics, Weight Lifting, Swimming.