Thomas Sickert

SOFTWARE ENGINEER

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Skills/Tech

- Java
- Spring Boot
- Spring JPA
- AWS
    - RDS
    - ECS/Fargate
    - EC2
    - Lambda
    - S3
    - IAM
    - API Gateway
- Linux
- SQL (Postgres)
    - Schema Design
- HTML5
- CSS/SCSS
- JavaScript (ES 6+)
- TypeScript
- Angular (2+)
- Web Components
- Websockets
- Electron
- Docker
- Karate (Testing)
- Jmeter
- C#
- Go
- Kotlin
- Python
- Distributed Systems
- Kafka
- Hibernate
- Swagger
    - Codegen
    - OpenAPI Spec
- Unity3D
    - AR with Vuforia
    - 3D Online Games
- IOT - Beacons

Results-Driven Engineer Seeking to Apply Skills in Design, Automation, Critical Thinking, and Leadership.

Work

Software Engineer

Capital One | July 2016 - Present | Plano, TX

PRODUCT: Auto Navigator
- Integrated Kafka into Inventory System
- Contributed to Internal Eventing Library for Consuming/Producing to Kafka
- Managed and Dockerized External PHP-based Dashboard

PRODUCT: Architecture Portal
- Designed UI/UX for Internal Application
- Performed User Empathy Sessions for Product Feedback
- Deployed through Internally Managed CI/CD Pipeline

PRODUCT: Internal Marketing Migration from Legacy System
- Enabled new Auto Refinance opportunities valued at over $200 million
- Migrated data ingestion method to Cloud-based technologies
- Designed and Implemented API Ontology
- Generated Interfaces via Swagger Codegen

PRODUCT: New Internal Initiative
- Leading Technical Team of Four Engineers

Awards & Distinctions

Mark of Distinction Winner - Fall 2018 (Marketing Product)
Capital One TDP Hackathon Winner - Augmented Reality App

Personal Projects

Generoo (https://generoo.armyofone.tech/)
- Leverage Mustache Syntax to Create Microservice Generator
- Extended Mustache Syntax to Work Within File System for Structured Templates
- Deployed Package to Pypi

Vanguards
- Implemented Game Server in Go using raw TCP Connections
- Used Unity3D to Create Multiplaform Mobile Application
- Created Management Dashboard using Angular in an Electron Application

Education History

Virginia Polytechnic Institute and State University (Virginia Tech)
Bachelor of Science in Computer Engineering | Graduated May 2016