Will Enright

Contact

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github.com/wenright

Education

Purdue University   2016
B.S. Computer Science

Languages

- Go
- HTML
- Java
- CSS
- JavaScript
- Lua
- C#
- Python

Tools

- Git
- React
- AWS
- Docker
- Unity
- Jira

Projects

VoxelSpace-GPU
GPU accelerated 3D voxel renderer

Chromatic
Cross-platform mobile game made in Unity

Resume
My resume, written in HTML with PDF creation script

Plexus
Event listener based multiplayer networking library written in Lua

Experience

Yext   July 2021 - Present
Tech Lead Manager
- Managed and led a team of 8 engineers using Agile methodologies
- Scoped, assigned, and reviewed development for 180+ clients, totalling over $42m in ACV
- Continued to provide technical contributions to website and data transformation codebases

Yext   November 2018 - July 2021
Software Engineer
- Developed templated websites that power landing pages for hundreds of thousands of retail locations
- Ensured sites were SEO optimized, WCAG compliant, and fast
- Wrote ETLs to parse and upload client data using Go

Capital One   September 2017 - October 2018
Associate Software Engineer
- Maintained a critical, highly available orchestration API which served millions of customers daily
- Created a full stack support tool to debug and trace API requests using Django, Angular, and Kafka
- Designed health check, alerting, and failover strategies for AWS services to minimize downtime

Cisco Systems   May 2016 - November 2016
Software Engineering Intern
- Built an organization-wide issue tracking tool using Spring Boot and AngularJS
- Integrated the tool with company messaging application to easily track issue status

Sun Trading   July 2015 - August 2015
Software Engineering Intern
- Wrote unit tests to ensure regulatory compliance for a high-frequency trading system

Pod Trackers   May 2015 - July 2015
Software Engineering Intern
- Developed internationalization features and an interactive tutorial using AngularJS for an Ionic mobile app