## William Mak

## **Experience**

2016 - present

Intermediate Software Developer at GAdventures

Developed and maintained the software and systems for the internal tour leader website. This included applications for scheduling tour leaders, payments, and money requests.

Technologies: Python, Django, JavaScript, jQuery, CircleCl, Travis, AWS, ECS, PostgreSQL

- Built a system to interact with multiple RESTful APIs via webhooks to load a system with translations
- Worked with stakeholders to create a portal for tour suppliers to see upcoming activities and transports
- Integrated the systems with the Single Sign-On provider Okta, allowing users to sign-in with a single click
- Improved models dependent on validities to use a single column improving data retrieval from 150ms down to 2ms
- Enhanced the developer experience using Ansible to help developers set up their environments with a single command
- Improved testing times from 500s to 40s by adding parallel testing, isolating tests and removing calls to external systems
- Worked with the DevOps team to replace the on-premises servers with AWS
  - o Set up Docker for a Django Application along with Celery Workers
  - Configured CircleCl for continuous integration of the changes
- Developed tools to help improve the developer experience
  - o Added Slack notifications to developers on finished deploys
  - o Created support tools for common data issues

2017 - present

Co-Creator of StageKeep

Designed, developed and maintained an application with a small team to help users manage dancer formations matched to music.

Technologies: C#, Unity, Python, Django, JavaScript, React, AWS, EC2

- · Created a cross-platform application using Unity
- Implemented a Django backend to store user data
- · Configured the system in AWS using EC2 and RDS
- · Improved the application through user testing and getting feedback from users
- Used coverage.py and CircleCl to get automated testing and code coverage reporting

2015 - 2016

Software Developer at Media Resources

Developed a web portal to display diagnostics on a company's digital billboards.

Technologies: JavaScript, Angular, Jenkins, Linode

- Created an application allowing users to layout any number of webcams on a page
- Gave users a responsive live visual representation of billboards using PaperJS
- Produced a method that enabled user customization of schedules through a step chart created through Highcharts
- Set up, configured and maintained a Jenkins instance to automate development and production releases
- Migrated the automation suite to Gitlab as to provide overseas developers continuous access to servers

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