

Zachary Griggs

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AWS Certified Software Engineering graduate from the Milwaukee School of Engineering with 3 years of experience in software engineering, data analytics, and Amazon Web Services.

SKILLS

- Programming with Java, Scala, Python, Ruby, C, C++, Assembly
 - Web development with HTML, CSS, and Javascript as well as modern frameworks
 - Experience with the Agile/Scrum/SAFe methodologies.
 - Version control using Git
 - CI/CD build and release using Jenkins, Github Actions, Gitlab Pipelines
 - Automated cloud infrastructure deployment using Terraform
 - SQL and NoSQL database engineering
 - Experience building services on Amazon Web Services cloud platform, including Amazon S3, DynamoDB, Glue, Lambda, EKS, RDS, API Gateway, and more.
 - Data pipeline engineering with Spark and Hive
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CERTIFICATIONS

AWS Certified Cloud Practitioner: Active June 6 2021 - June 10 2024

Validation code: NJ9WQ3YLJF4QQDC3

AWS Certified Developer Associate: Active June 10 2021 - June 10 2024

Validation code: E1FWGWYLB14415CQ

EDUCATION

Milwaukee School of Engineering - Milwaukee, WI

B.S. Software Engineering

Class of 2019, high honors with 3.8 GPA

PROFESSIONAL EXPERIENCE

Northwestern Mutual

Data Engineer

Nov 2020 to Current

Core platform Spark & Java developer, writing pipelines to create a centralized data platform utilizing Amazon Web Services for storage and Spark for distributed compute.

Fidelity Information Services

Data Engineer

June 2019 to Nov 2020

Developing cloud-based solutions in AWS to help create a data engine capable of loading data from multiple sources using big data technology. Wrote a generic data pipeline in Scala and hosted it on Databricks, with Java code to create a web API and service layer to expose to the users.

Software Engineer Intern

2017, 2018 (Summer)

Three month internship programs, working in a scrum team to develop software. Wrote a system to automate queries for the operations team, and created a proof-of-concept workflow to automatically extract, transform, and load chat logs from a mobile app into our data warehouse.

PERSONAL PROJECTS

Unofficial Squaresoft MUD

I am a content developer and staff member for a free, multiplayer game called the Unofficial Squaresoft MUD. I create, test, and deploy new content in a modified version of the C language (called LPC), help players with any questions or concerns, and code review content written by other members of the development team. I have been a developer for this game since January 2021.
