

SKILLS

Frameworks & Libraries

Node.js • Reactjs
 Pydantic • uv
 AWS SAM • Terraform
 Ruby on Rails

Environments

AWS • Heroku • Vercel
 Google Chrome • Electron • Atom

Tools

Git • Docker
 npm • PyPi • RubyGems

Operating Systems

CentOS • Red Hat
 Ubuntu • MacOS

LANGUAGES

PROGRAMMING

Every day:

Python • JavaScript

Familiar:

Java • C++ • C

Ruby • SQL • \LaTeX

EDUCATION

MISSISSIPPI STATE UNIVERSITY

B.S. COMPUTER SCIENCE
 Dec 2017 | Starkville, MS

EXPERIENCE

CASE CONSULTING | DEVELOPMENT LEAD

Aug 2020 - Present | Herndon, VA

- Develops and maintains mission-critical serverless ETL pipeline application with a focus on automatic outage resolution for near 100% uptime
- Improved software reliability and automation to reduce after-hour support calls from twice weekly to once quarterly at most
- Leads a team of engineers through sprint planning, code review, and technical mentorship to maintain high delivery quality and knowledge sharing across the team
- Establishes and documents engineering standards and processes, reducing onboarding time for new team members and improving incident response and development consistency
- Designs and implements high-availability service interfaces for partner applications and continuous deployment tooling for serverless and containerized applications
- Improves traceability through entire pipeline to generate service metrics for cost analysis on a variety of fields
- Architects and enforces data validation and schema enforcement strategies across the pipeline, reducing downstream data quality incidents

NORTHROP GRUMMAN | SOFTWARE ENGINEER

Sep 2018 - Aug 2020 | Fairfax, VA

- Leads rearchitecture of ETL pipeline into a serverless architecture for reduced costs, reduced O&M, and increased resiliency
- Serves as lead engineer for team of 5 and as a subject matter expert for serverless computation
- Designs and implements innovative solutions to ensure interoperability between mission enabling applications with differing data paradigms
- Maintains legacy high-performance, high-availability back end data ETL pipeline at the heart of a network of critical mission applications
- Interfaces regularly with customer and users to ensure a quality experience for application users

RADIANCE TECHNOLOGIES | WEB AND EMBEDDED SOFTWARE ENGINEER

Jan 2018 - Sep 2018 | Dayton, OH

- Develops, maintains, and tests legacy desktop applications
- Designs protocols and features to bridge capabilities between legacy desktop applications and modern thin-client web applications
- Extends the CPython embedded interpreter to create Python packages implemented in and interoperable with C & C++
- Optimizes image processing algorithms while maintaining compatibility with legacy implementations in different languages and 100% unit and integration test coverage

RADIANCE TECHNOLOGIES | SOFTWARE ENGINEER AIDE

Nov 2015 - Dec 2017 | Huntsville, AL

- Designs, programs, and supports military-use applications such as manned earth reconnaissance training and simulation software using C#/WPF & JavaScript/Electron
- Designs, programs, and supports military training software for pilots and sensor operators using virtual reality with Oculus Rift, Unity, Blender, C# & JavaScript.
- Configures, tests, delivers and installs systems for military training and simulation
- Travels across country to assist system upgrades and new integrations
- Leads design and implementation for next generation Radiance Technologies website utilizing a Server-side Rendered React architecture

TEXTRON SYSTEMS | SOFTWARE ENGINEER INTERN

June 2015 - Aug 2015 | Huntsville, AL

- Designs, programs, and supports military-use applications such as UAV control software using Python & Bash
- Creates workflow-optimizing applications with remote Yum Repository and automatic distribution servers with web interfaces using Python & JS