

SKILLS

Frameworks & Libraries

Node.js • Reactjs • Ruby on Rails
MobX • Redux • Webpack • Babel
LLVM • GCC

Environments

AWS • Heroku • Vercel
Google Chrome • Electron • Atom

Tools

Git • Docker
npm • PyPi • RubyGems

Operating Systems

CentOS • Red Hat
Ubuntu • MacOS
Windows XP, 7, 8.1, 10

LANGUAGES

PROGRAMMING

Every day:

Python • Ruby

Frequently:

JavaScript • C++ • C

Familiar:

Java • Rust • Kotlin • C#
GraphQL • SQL • \LaTeX

INTERPERSONAL

English • German
Some familiarity with ASL

EDUCATION

MISSISSIPPI STATE UNIVERSITY

B.S. COMPUTER SCIENCE

Dec 2017 | Starkville, MS

College of Engineering

Cum. GPA: 3.89 / 4.0

Major GPA: 4.0 / 4.0

WRITING

"(Don't Fear) The Regex"

— A Practical Introduction to Regular
Expressions

COURSEWORK

Data Communication Networks
Computer Architecture
Artificial Intelligence
Theory of Programming Languages
Operating Systems Design
Microprocessors

EXPERIENCE

FIRE TEAM SOLUTIONS | 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
- Serves as subject matter expert for language processing and translation practices
- 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
- Interfaces regularly with providers and stakeholders to ensure modern standards for delivery and data quality are upheld

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