

ROCHESTER MN, 55904
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SUMMARY

Analytical and detail-oriented programmer with experience as project lead designing, coding and testing software, including native mobile and responsive web applications. Prioritize multiple concurrent scalable development projects, ensuring on-time completion aligned with client and end-user requirements. Create robust test environments to identify potential bugs and issues prior to deployment. Facilitate communication with colleagues, managers, and users.

AREAS OF EXPERTISE:

- Software Design / Development
- Web & Mobile Application Development
- Data Warehousing
- Technical Documentation / Presentations
- Team Collaboration & Communication
- Software Development Life Cycle
- Bug & Error Tracking / Resolution
- Backend API & Services
- Database Development / Management
- Agile/Safe/Scrum Practices and Methods

TECHNICAL PROFICIENCIES

Platforms: Azure Cloud, Azure Portal, Azure DevOps, Windows 10/11, Fedora, CentOS, OSX, iOS, Android, Apache httpd, Tomcat, NGINX

Software & Tools: IntelliJ, Sublime Text, VS Code, Eclipse, Android Studio, Jupyter Notebook, Git, GitHub, Azure, Node / NPM, Tableau, MS Office, FileZilla, CPanel, SSH, MyZsh, Wireshark, Org-mode, Warp, OneDrive, Post Man, Azure Data Studio, MS Teams

Programming: JAVA, Spring Boot, Kotlin, JavaScript (ES5/6), Typescript, C#, Python, Anaconda, Maven, Gradle, MySQL, PostgreSQL, MS SQL Server, Liquibase, Hibernate, RxJs, JSON, AJAX/REST, HTML5, CSS3, Bootstrap, Material, PrimeNG, Angular 9/14 & CLI, Webpack, Vue.js, SOA, OOP, JUnit

PROFESSIONAL EXPERIENCE

MAYO CLINIC

IT Sr. Software Engineer, 11/2022 – Present

Responsible for the design, development, implementation, and maintenance of custom system software for the Department of Laboratory Medicine and Pathology.

MAYO CLINIC

IT Sr. Analyst/Programmer, 5/2017 – 11/2022

Responsible for the design, development, implementation, and maintenance of custom system software for the Department of Laboratory Medicine and Pathology. Helped design and implement the Workbench Commons API platform, using OpenAPI (swagger) allowing internal and external applications to communicate in a standard communication protocol. As part of the Code Dons agile team, working closely with Product Owners; designed and implemented the Sample Intake Application (SIA) from the ground up, streamlining the linkage between Host Laboratories and the Clinical Genome Sequencing Laboratory. Played a vital role during the Custom Gene Ordering (CGO) Enterprise Project to allow SIA to send internal Gene

information to the outside facing Gene Selection Application (GSA). As part of the Double Helix agile team helped modernize the Graphical User Interface using Angular 14 and Prime NG components, standardizing the look and feel for future applications in the unit. Host a Tuesday coding meetup, bringing cross functional developers with varying technical backgrounds together, focusing on coding problems and solutions using a shared IDE on Replit, driving innovative solutions and shared component architecture.

BOSTON UNIVERSITY**Online Facilitator**, 1/2017 – Present

Technical Scope: Adobe Blackboard Learn, Zoom, Pivotal Tracker, Tableau, Android Studio, Jupyter, Notebook, GitHub, Git, Agile, Microsoft Office Suite, Office 365, MS Visio, MS Forms, VS Code, Eclipse, JAVA, ES6, TypeScript, VUE.js

Manage groups of 10-15 students from end to end with CS 520 Principles of Programming Languages, CS 601 Web Application Development, CS 633 Software Quality, Testing and Security Management, CS 683 Mobile Application Development with Android, CS 689 Designing and Implementing a Data Warehouse. Collaborate with Professor in overseeing and coordination of each course. Grade all assignments, quizzes, midterms, essays and final projects; promptly posting the grades to the online student grade book. Responsible for all student questions and primary contact when help is required.

Key Achievement:

- Hold live Saturday coding sessions to cover each weeks material and homework solutions, allowing students to see the mistakes and issues encountered in the software engineering journey.

VACAVA SOFTWARE, Rochester, MN**Application Development**, 6/2014 – 3/2017

Technical Scope: Typescript, JavaScript, HTML5, CSS3, JAVA EE/JSP, Sublime Text 3, OSX, iOS, Apache httpd, Tomcat, CentOS, Web Services, JSON, XML, asynquence (ASQ), Node, NPM, Vue.js, SQuirreL, DB2, MySQL, Eclipse, Hansoft, Agile, GoToMeetings, Responsive Design

Lead small development teams (1-4 developers) through the entire Software Development Life Cycle (SDLC) process using Agile methods of 2-3 week sprints. Facilitate communications with all stakeholders to gather and document requirements in Hansoft. Decompose requirements to deliver a work breakdown structure (WBS) and estimate to management. Code, debug, and test software to ensure correctness. Participate in the peer review process to confirm coding best practices, identify common defects, and look for module conflicts. Support including bug fixes of existing software.

Key Achievement:

- Designed and Developed the iPad optimized Click for Pickup web application for Trachsel Dental Studio. This application has avoided thousands of phone calls between customers, headquarters, and drivers.

EDUCATION**Masters of Science in Computer Information Systems**

Concentration in Web Application Development

BOSTON UNIVERSITY, Boston, MA

Bachelor of Science in Computer Science

WINONA STATE UNIVERSITY, Winona, MN

Associate of Science in Computer Science / Associate of Arts in Liberal Arts

ROCHESTER COMMUNITY AND TECHNICAL COLLEGE, Rochester, MN

ADDITIONAL EXPERIENCE

HANSONS LOGIC, Rochester, MN

Programmer, 3/2012 – 6/2014

HERRING EXTERIOR DESIGN, Rochester, MN

Technology Specialist, 3/2009 – 12/2011

ADVANCED CONTRACTORS, INC., Rochester, MN

Programmer & PC Technician, 1/2002 – 3/2009

SHOWCASE CORPORATION, Rochester, MN

Development Intern, 3/1999 – 7/2001