

Jason Gomes

FULL-STACK DEVELOPER · BA (COMPUTER SCIENCE) · BS (INFORMATION TECHNOLOGY)

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Summary

Driven software engineer with 5 years of experience in full-stack development. Experience with software development & testing, inter-team communication, and mentorship. Strengths in Python, Java, and C#, along with a consistent desire to keep learning in an ever-evolving field.

Work Experience

Microsoft

Remote

SOFTWARE ENGINEER II

Jul. 2022 - PRESENT

- Sole C# developer on DeviceDrill, Microsoft's internal telemetry service
- Protected against DDoS threats with Azure Front Door's Layer 7 DDoS protection
- Saved the company \$9.6K annually by re-architecting service's Redis cache solution
- Reduced latency of searches on Azure hardware by up to 9x via data job improvements
- Organized multiple pair programming and team culture events for remote employees

iCIMS

Holmdel, New Jersey

SOFTWARE ENGINEER II

Jun. 2019 - Jul. 2022

- Employed Java 8 principles to refactor existing code and provide new features for HR SaaS company
- Rectified critical severity production code causing memory leaks and thread-locking with SQL
- Improved legacy front-end UI by creating and editing Single Page Applications with React and Redux
- Oversaw and maintains Spring Boot microservices to reduce strain on Java monolith
- Facilitated Agile Scrum ceremonies as Scrum Master to simplify & improve front-end project flow

ShotQuality

Remote

SENIOR FULL-STACK DEVELOPER // PART-TIME

May 2021 - June 2022

- Developed Python Flask REST API endpoints related to profile creation and statistic gathering
- Functioned as Linux server administrator, including automating a Bash script to create a daily server build
- Automated profile creation via Stripe webhook to save an hour of daily manual account registrations
- Implemented entire ShotQuality testing framework using Python's pytest and React's jest modules

Education

Rutgers, The State University of New Jersey

New Brunswick, New Jersey

B.A. IN COMPUTER SCIENCE & B.S IN INFORMATION TECHNOLOGY

Sep. 2015 - May. 2019

- GPA: 3.66
- Extracurriculars: Undergraduate Student Alliance of Computer Scientists Mentor

Projects

NBA Draft Model

Old Bridge, New Jersey

PYTHON WEB SCRAPER AND MACHINE LEARNING MODEL USED TO PREDICT UNDER-THE-RADAR NBA DRAFT PICKS

Nov. 2019

- Utilizes BeautifulSoup to parse websites and identify relevant statistics
- Organizes stats and CSV files with pandas and numpy to allow for easy data manipulation
- Graphs scatter plots and line graphs using matplotlib to visualize the data
- Creates a tensorflow neural network, a logistic regression model & a gradient boosting model with ML library sklearn for data analysis

Skills

Languages Java, Python, C#, React, SQL, HTML, CSS, TypeScript, NodeJS

Frameworks Flask, Hibernate, Jest, JUnit, Redux, Spring Boot, Tensorflow, Webdriver, Keshif