

# PAUL HUTCHINSON

## SOFTWARE ENGINEER

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### **EXPERIENCE**    **SOFTWARE ENGINEER**: Label Insight, Inc. (Chicago, IL), AUG 2015 – Present

*Description*: Work on an agile, cross-functional team to produce extendible solutions that effectively meet the demands of a rapidly growing tech start-up aimed at providing product data transparency through rich data attribution

*Responsibilities*:

- Collaborate closely with UX designers, data analysts, architects and engineers to plan and execute large features on tight deadlines
  - Develop software primarily using Java 8 (Spring) with a variety of technologies
  - Follow and enforce Clean Code standards in addition to Scrum methodologies
- Go-to engineer on cross-functional team for any DevOps tasks
  - Configure Terraform on services and help to lead an *infrastructure-as-code* initiative on the codebase
  - Setup permissions and resources in AWS and use continuous integration tools to manage software builds
- Train new engineers on the codebase and system architecture
- Conduct first-round phone interviews for software engineering applicants
- Contribute to weekly reports on team velocities and sprint goals

### **SOFTWARE ENGINEER**: Project Dragonfly (Oxford, OH), JAN 2013 – AUG 2015

*Description*: Design and develop backend systems for zoo interactive kiosks aimed at educating children and raising awareness of conservation efforts

*Responsibilities*:

- Travel to various zoos around the country to work with zoo staff and install interactive kiosks in desired locations
- Troubleshoot various hardware and software issues that arise in kiosks
- Work with graduate student workers to explain functionality and coordinate work efforts

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### **EDUCATION**    **BACHELOR OF SCIENCE IN COMPUTER SCIENCE**

Miami University (Oxford, OH), 2007 – 2013

- Coursework includes a significant amount of optional graduate credits including *High Performance Computing*, *Heterogeneous & Cloud Computing*, *Bioinformatics*, and *Simulations*

*Highlight*: Research Assistant (The Myaamia Project), AUG 2012 – MAY 2014

- Worked closely with Professor Daryl Baldwin, recipient of a 2016 MacArthur Fellow Genius Grant, as the sole engineer to build the proof of concept for his recent grant-winning work towards revitalizing the Myaamia language

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## PROJECTS

### CONTINUOUS INDEXING

- Revamped code and architecture that updated product data by taking advantage of modern architecture designs and AWS tools
- Made process automatic and asynchronous with message queues, micro services, model contracts, and document oriented databases

### VERIFICATION METRICS

- Implemented code for gathering metrics on a data verification process
- Aggregated RDB data and computed a variety of statistics for analysis including the ability to filter outliers

### DATA AUDITING

- Designed and created a system for tracking user changes to product data
- Organizes and tracks complex data relationships as they change across versions in order provide history both internally and front-facing to users

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## SKILLS

### SOFTWARE TECHNOLOGIES

- Languages: Java (Spring), Ruby on Rails
- IDEs/Tools: IntelliJ IDEA, Postman, Datagrip, MySQL Workbench
- Data: MySQL, DynamoDB, Liquibase
- Testing: JUnit, Mockito, Cucumber
- Dependency Management: Maven, Artifactory

### DEVELOPMENT & OPERATIONS

- Hosting/Cloud: Amazon Web Services (AWS)
- Continuous Integration: CircleCI, Jenkins
- Collaboration: Git, Jira, Confluence, Slack, Betterworks
- Automation/Deployment: Chef, Docker

### AGILE SOFTWARE PRACTICES

- Test-Driven Development (TDD)
- Continuous Integration (CI)
- Frequent pair programming
- Short iterations that consistently show development progress
- Clean Code: Loose Coupling, High Cohesion, Single Responsibility Principle (SRP), Common Closure Principle (CCP), Common Reuse Principle (CRP), Dependency Inversion Principle (DIP), minimal comments
- Scrum practices: consistent sprint length, daily stand up meetings, sprint planning meetings, sprint grooming meetings, sprint retrospectives, product backlog prioritized by PO

***“Clean code is simple and direct. Clean code reads like well-written prose.”***

- Grady Booch, author of *Object-Oriented Analysis and Design with Applications*