Patrick E. Vargas

Experience

Software Engineer II Nexxen — *New York, NY (Remote)* — **Aug 2018 -- Present**

Previously Tremor Video

`#scala` `#java` `#kafka` `#protobuf` `#http4s` `#fs2-kafka` `#adtech` `#python` `#docker` `#kubernetes` `#grafana` `#datadog`

- » Worked on bidding application to serve 2mm requests per second.
- » Implemented various campaign filters, such as city and audio targeting, which generated $5M in 2021.
- » Architected and implemented a supply-sampling system to assist in campaign runtime analysis for customers.
- » Led and Coordinated globally mixed, international teams using organizational, clerical, and project planning best practices.

Projects

Historian / Forecaster

`#scala` `#play-framework` `#python`

- » Created application to help sales/operation teams lookup historical information to fine-tune delivery of campaigns.
- » Built pipeline to transform supply data into a bitmap-style database for quicker query times.
- » Designed and implemented the API for integration with other apps.

Software Engineer Disney Streaming Services — *New York, NY* — **Nov 2016 -- Aug 2018**

Previously Major League Baseball (MLB)

`#java` `#spring` `#jersey` `#memcached` `#node` `#docker` `#aws` `#groovy` `#graphql`

- » Led team in constructing a new shared CI library for organization's compliance.
- » Mentored junior developers in software engineering best practices (pull-requests, software construction, testing).
- » Refactored major parts of the application into smaller microservices.
- » Facilitated performance testing with QA team to vet applications before launch.
- » Fixed issues for clients in a timely manner.
- » Implemented and extended functionality based on client requests.
- » Learned the best practices of a highly-available, large-scale application.

Projects

Image Resolver Library

`#node` `#npm` `#imagemagick` `#express` `#s3` `#promises` `#bluebirdjs`

- » Designed and built image resolving microservice for League of Legends product.
- » Served up amalgamation of images as a 302 redirect to ease front-end bandwidth concerns.
- » Saved on resource throttling but utilizing AWS S3 as an image "cache"

Software Engineer Pitney Bowes Software — *Boulder, CO* — **Jun 2014 -- Nov 2016**

`#grails` `#groovy` `#java` `#spock` `#postgresql` `#jenkins` `#aws`

- » Implemented a status reporting website for stakeholders utilizing the Jenkins API.
- » Led my team in the transition from SVN to Git, providing tools and documentation to make the switch seamless.
- » Built and automated a SQL testing framework for our data production pipeline.
- » Set up a Continuous Integration server, using Jenkins, for our project space.
- » Volunteered as Documentation Lead and Scrum Master to streamline efficiency of day-to-day team minutia.
- » Created a per-revision, performance-testing and reporting system for a high-profile project.

Projects

Geocoding Data Report

`#aws-beanstalk` `#grails` `#groovy` `#bootstrap` `#postgresql` `#jenkins`

- » Presented product managers and other stakeholders with the most up-to-date product production status.
- » Automatically collected and intelligently predicted quarterly production plans for efficient planning meetings.
- » Provided automated information concerning specific product builds for use by sales and engineers.

Personal

Projects

Playing Cards Module — *github.com/pevargas/playing-cards* — **Jun 2016 -- Nov 2016**

`#npm` `#javascript` `#chai/mocha`

- » Crafted a playing-cards JavaScript module to brush up on JavaScript programming best practices.
- » Learned npm module management to better understand standard JavaScript distribution methodology.
- » Implemented Chai and Mocha to solidify the viability of the module.

Skills

Languages and Databases
- » Scala, Java, Node/NPM, JavaScript, PostgreSQL, MySQL, Vertica

Software, Frameworks, and Utilities
- » Kafka, Docker, Kubernetes, AWS, Protobuf, Scala Play Framework, Mocha/Chai, SonarQube, Git, Jenkins, DataDog, Grafana

Education

University of Colorado Boulder — *Boulder, CO* — **Aug 2009 -- May 2014**

Bachelor of Science, Computer Science
- » Atmospheric and Oceanic Science Minor
- » Technology, Arts and Media Minor (Graduated with Honors)
- » Dean's List 2011, 2013 and 2014

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