

JACOB WINDLE

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🐾 EXPERIENCE

Picnic Score, Inc. Remote, America

February 2020 – Present

Staff Software Engineer

Leading development of various projects, and taking an active role in architecture design, product planning, mentoring of junior engineers, and development. Laying out comprehensive plans to ship software on-time, and participating actively in the development of the software while leading the team

- Saved company 80% on AWS expenditures by rewriting deployments to use Elastic Container Service. Used Terraform, Bitbucket Pipelines, and Elastic Container Registry to create turnkey environments on Elastic Container Service at the push of a button.
- Developed local docker-compose environment, allowing developers to develop in environment that mimics production.
- Introduced CI/CD by developing Bitbucket pipelines to run test suites and builds, catching regressions automatically and increasing code quality.
- Led development of new machine learning model and NLP project utilizing spaCy, providing customers with key insights about documents they have on the web that expose their information.
- Designed, developed, and led a project that utilizes modern technologies like Kubernetes, Node.JS, and Python to scrape data aggregators in an isolated environment, and bypass many common web scraping protections that these sites have.
- Introduced a new programming language to the team, Julia, and mentored junior engineers in their adoption of the language
- Deployed and managed Kubernetes clusters, and wrote several web services in Go and Node.JS that run on the clusters to support the web scraping.
- Rewrote API in Golang to replace legacy Python API, greatly increasing throughput and response speed.

Kickback Rewards Systems Remote, America

March 2019 – August 2020

Senior Software Engineer

Contributing to all areas of the organization, with active roles in embedded systems development, full-stack web development, project architecture, distributed systems development, ETL, and prototype development. Delivering systems that scale and provide value to the organization.

- Implemented heartbeat protocol and web dashboard for legacy embedded application, allowing support staff to monitor software deployments continuously versus in daily batches.
- Led development of data pipeline to combine disparate data sources into a report, automating the previously manual reporting product and streamlining the onboarding of new customers.
- Lead of new streaming, event-driven product to manage POS systems in convenience stores via modern mobile and web clients, giving franchise level tools to small businesses.
- Rebuilding the existing opaque data acquisition system to be a highly-available, fault-tolerant, event sourcing model, gaining the capability to introspect the platform at any phase of data acquisition.
- Leading push for Infrastructure as Code within company introducing modern tooling and reducing lead times for developing new features while continuously providing feedback.

Verodin, Inc. Remote, America

March 2017 – March 2019

Software Engineer

Providing value as a full-stack generalist, involved in development of all company products. Iterating quickly to help Verodin beat competitors to market while still releasing stable code that provided value to customers.

- Designed, developed, and deployed a suite of microservices utilized by the core product, greatly improving scalability of the product by automating software patch delivery and license enforcement.
- Built the company's first CI/CD pipelines, automating the manual build process and reducing touch time of developers in the build.

- Helped convert the user interface of the product into a modern UI framework, allowing for testing frontend code where there was previously not testing.

Integral Ad Science, Inc. Remote, America

March 2015 – March 2017

Software Engineer

Participating in many roles, including full-stack web development, development operations, and data science. Generalist, providing value to the organization with a wide breadth of technical knowledge.

- Designed machine learning experiments and deployed a classifier still used today for internet advertisements.
- Developed a full-stack web application for continuously labeling classifier results, improving upon the previously manual process that involved a legacy desktop application.
- Developed the team's first CI/CD pipelines, increasing velocity of team.
- Retroactively implemented unit tests for legacy code, increasing coverage of application and reducing bugs found.

Veenome, Inc. Remote, America

October 2014 – March 2015

Junior Developer

Full-stack web development, working with senior engineers to perform bugfixes and necessary refactoring of code. Integrated microtask worker results with QA system.

EDUCATION

George Mason University, Fairfax, Virginia

2012 – 2018

Bachelor of Science, Computer Science

Specialized in systems development and artificial intelligence. Participated in the Mason Linux User's Group and Patriot Hackers club.

VOLUNTEER EXPERIENCE

First Appalachian Robotics Bristol, TN

May 2019 – February 2020

Coding Coach

Working with local robotics team to teach team members how to code in Java and develop efficient robot control software utilizing modern robot control architectures and artificial intelligence techniques. Doing outreach within the local community with coding camps for kids.

SKILLS

- Programming Languages: Python, Ruby, C, Javascript, Julia, Java, Go, Dart, Bash
- Platform: Linux, MacOS, Windows
- Cloud Platforms: AWS, GCP
- Frameworks: Ruby on Rails, Flutter, Django, Spring Boot, Gin, Sanic, Pytest, Flask,
- Tools: Terraform, Airflow, Jenkins, Github Actions, Github, Git, Docker, Docker Compose, LXD, VMWare, Jupyter, Pluto.jl, Ansible, awk, sed
- Libraries: React, React Native, Svelte, Pandas, Playwright, Scikit-learn

MISCELLANEOUS

- Blog: <https://jake-windle.gitlab.io>
- Git: <https://git.jakewindle.com>