Connor James Rice
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PROFICIENCY

Languages

- Proficient in: Python (2/3), SQL (T-SQL, SQLite), Java, JavaScript

- Familiar with: VB.net, C/C++, SharePoint/office add-ins

Software

- Proficient in: Jenkins, Git/GitHub/GitLab, Pytest, Tox, Jupyter, Pandas, Tornado, Selenium, D3Plus, Leaflet

- Familiar with: Docker, AWS, Gradle, Nolio, SonarQube

Platforms

- Microsoft Windows (8.1, 10, Enterprise), Linux (Ubuntu, Debian, CentOS, Arch), MacOS, Azure, Linode

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EXPERIENCE

Software Engineer   August 2016-Present

BTU Analytics, LLC

- Designed, implemented and maintained a state-based ETL framework (named Obtain) for data collections with hundreds of millions of records and over 800GB of data collected. Incorporated record canonicalization. Tailored for intraday collections, this system was deployed in the cloud on multiple Azure virtual machines for redundancy and reliability. Leveraged web tools such as Seleinum, BeautifulSoup, and urllib. Utilized pandas for data shaping. Developed a custom-tailored SQL solution to optimize insertion of records into our Azure T-SQL database.

- Created a data analytics web application using a Tornado framework leveraging D3plus for crisp, responsive visuals, incorporating Leaflet for GIS capabilities. Migrated the framework to Linode, using GitLab's CI/CD model for automated testing and production updates. Selenium was used in concert with Pytest to ensure updates did not cause regressions. SQLite was used as a data backend, developed a tool for migration of data between our Azure T-SQL database into a Linode-hosted SQLite database to isolate relevant datasets.

- Deployed Jenkins and GitLab, improving process reliability and engineer quality of life. Jenkins process deployed originally using Windows-based Azure virtual machines, later migrated to an Azure Linux Template. Deployed and maintained GitLab on a Linode instance. Our Jenkins process drives both Obtain data collection processes as well as core tests for the Obtain framework.

- Encouraged the use of agile development methodologies and use of GitLab planning tools (specifically Milestones and Issues.) Incorporated code reviews into the development process for new hires and internships. Oversaw branching and merging operations.

- Developed strategy for balancing cloud infrastructure with local resources and migrated software process between bare metal servers and multiple cloud providers. Investigated use of AWS resources, attended an AWS bootcamp.

Software Development Intern   May 2015-August 2015

CA Technologies

- Developed a daily email log parser for Pytest, Reduced >1MB of raw text to digestible test failures and their output.

- Deployed SonarQube for static code analysis.

- Discovered use-cases for build infrastructure technology, exposed to industry best practices, and Agile Methodology.

- Fixed several bugs in production software.

Independent Games Developer   August 2013-May 2015

- Developed a tower defense game (entitled ShortCircuit) using jMonkeyEngine 3.0 written in Java, leveraging A* pathfinding and threading. This project can be found on my GitHub profile.

- Project was developed with multi-platform support using Gradle for OS deployment targets across Windows, Mac, Android, and Linux.

EDUCATION

The Colorado College   Class of '16

Colorado Springs, CO

- Graduated with a double major in Music and Computer Science. Performed in multiple musical ensembles and authored musical transcriptions for numerous academic texts.