Zachary D. Schmidt

Senior Šoftware Engineer

zschmidt.github.io • Bend, OR

Personal Statement

I'm a full-stack software engineer with a strong background in building scalable web applications using technologies like Angular, C# .NET, and Scala. With experience leading projects in cloud environments and optimizing data pipelines, I thrive in solving complex technical challenges while mentoring teams to ensure their growth. My diverse skill set, combined with a master's degree and hands-on experience as a graduate teaching fellow, enables me to seamlessly integrate into dynamic engineering teams and deliver impactful solutions.

Core Competencies

- Cloud Computing Google Cloud Platform (GKE, GCS, Cloud Build/Run/Scheduler, Dataflow), Microsoft Azure (AKS, DevOps, Pipelines), Amazon Web Services (EC2)
- Programming Languages Scala, Java
script, Python, Typescript, C# , C++ , ColdFusion, Java, Action
script
- Frameworks React, AngularJS, C# .NET, Microsoft Foundation Class, Angular, Spring Boot
- Databases BigQuery, Microsoft SQL, Cosmos DB
- Misc.

Git, SVN, Mercurial, Kubernetes, Helm, Tiller, Terraform, Lightstreamer, SignalR, Docker, Google Bard, Agile, Scrum, Kanban

Experience

• SoundCommerce

Senior Software Engineer

Remote February 2023 – November 2023

- Interfaced with various APIs to load and process terabytes of analytics data in a microservices based ELT platform
- Onboarded new hires by acting as a point of reference and maintaining an onboarding document which served as an introduction to the SoundCommerce ecosystem
- Automated infrastructure management with Terraform, provisioning scalable Kubernetes (GKE) clusters for resource orchestration on GCP
- Built secure and reliable CI/CD pipelines with Cloud Build, Artifact Registry, and Cloud Scheduler, while integrating Cloud Run for containerized service deployments of Python programs

Software Engineer

March 2021 – February 2023

- Manipulated large-scale BigQuery datasets, using Scala for backend development and Kafka for efficient messaging and data streaming
- Updated core logic which resulted in a 4x-10x speed increase across all collectors in our infrastructure via a parallelization of our deduping logic
- Optimized data storage and retrieval between GCS and BigQuery, driving performance improvements across the system, improving data accuracy and efficiency

• Qualtrics

Software Contractor

Remote November 2020 – December 2020

- Enhanced an existing AngularJS application, with a strong emphasis on improving keyboard accessibility for non-sighted users by implementing focus styles, updating DOM order, and programmatically handling keyboard actions
- Successfully completed the update within a two month contract

• ATP Development

Fullstack Software Developer

- Developed a full-stack web application with a TypeScript/Angular client and a C#.NET Core backend. integrating Cosmos DB and SignalR for real-time communication, and oversaw its deployment on Azure
- Configured and maintained CI/CD pipelines that deployed Docker instances managed by a Kubernetes cluster, leveraging Helm and Tiller for resource management
- Managed domain records (MX and CNAME) and implemented an automated email service using SendGrid

• Thermo Fisher Scientific

Software Engineering Contractor

- Updated the user interface of a flow cytometer in a laboratory setting using C++ and Microsoft Foundation Class, while participating in Kanban development methodology to ensure efficient project workflow
- University of Oregon

Graduate Teaching Fellow

- Taught lab sessions and held office hours for the following courses:
 - Fall 2015 CIS 111 (Intro to Web Programming) JavaScript Winter 2016 CIT 382 (Web Applications II) – JavaScript, Bootstrap Spring 2016 CIS 212 (Computer Science III) – Java Fall 2016, Winter 2017, Fall 2017 CIS 314 (Computer Organization) – C, x86 assembly Spring 2017 CIS 410 (Intro to Game Programming)
- ImageTrend, Inc.

Software Developer

- Developed web applications using a diverse tech stack, including ColdFusion for CMS, AngularJS/Bootstrap for responsive design, and C# .NET for RESTful APIs
- Led the development and deployment of a real-time auction platform with a Java backend, utilizing Lightstreamer streaming between both a client written in Actionscript, and another in HTML5/Javascript, and verified its ability to support 10,000 users via Amazon EC2 load testing

Education

Eugene, OR
2015 - 2017
Mankato, MN
2008 - 2013

Certifications/Honors

- Graduate Teaching Fellow of the Year, University of Oregon 2015-2016, 2016-2017
- Eagle Scout, Boy Scouts of America 2008
- Wilderness First Responder, NOLS 2024
- Crosscut A Sawyer/Chainsaw A Sawyer, Forest Service 2024

Eugene, OR

January 2018 - June 2018

Eugene, OR September 2015 – December 2017

Lakeville, MN

January 2014 - September 2015

Remote

June 2018 - May 2020