Reed Krawiec

Skills

- Languages JavaScript/Node/TypeScript, Python, Kotlin, Rust, HTML, CSS
- Libraries/Frameworks React.js, Redux, Flask, Express.js, Pytorch, Jest, Django
- Databases SQLite, Firestore, Clickhouse, Postgres
- Tools Git, Photoshop, Figma, Linux, Docker, Firebase, AWS (Fargate, ECS, EC2, EFS), Github Actions, Gitlab

Education

- Rutgers University, New Brunswick, New Jersey
 - \circ $\,$ B.S. in Computer Science (09/18 05/22) $\,$

Work Experience

- Full-Stack Software Engineer | <u>Nuna Health</u> (Remote June 2022 Present)
 - Designed internal config loading interface within React UI, with overrides on a per client basis. This was an effort to improve application generality / client specific code dependency to allow for more rapid scaling. Resulted in a large reduction in duplicated client handling logic and ability to make config changes without code changes.
 - Pivoted between three internal teams with minimal training to increase development velocity to restore customer confidence. Assignment periods ranged between 1 week - 3 months which would end when the project stabilized.
 - Architected templating system to inject client specific text definitions into text fields within the page, enabling config driven client specific customization and lowering developer implementation time for client requests.
 - Drove proposal to introduce org-wide contract testing to ensure compatibility between Django API schema and UI configuration using the Pact framework, identifying cross-team configuration issues pre-quality assurance step.
 Gitlab CI / CD job that would pull both repositories and generate static contract files derived from existing configs, and would validate both data consumer and producer against each other.
- Full-Stack Software Development Intern | <u>Beepboop</u> (Remote May 2021 August 2021)
 - Architected and implemented a team-wide adoption of Jest testing framework resulting in improved code quality, maintainability and faster feature development.
 - Developed and improved front end (React) and backend (Node.js) features to manage class cancellations resulting in higher customer satisfaction quality.
 - Built and iteratively enhanced reusable React components as part of Beepboop library for other developers to utilize, alongside mentoring and training to improve developer velocity, efficiency and standards.
 - Collaborated on a SCRUM team following AGILE software development methodology, and assisted with onboarding new developers.

Volunteer Experience

- Team Lead (Rutgers USACS) (October 2019 January 2020)
 - Organized developers' tasks, and evaluated strengths when delegating work.
 - Provided mentoring and advice to developers while monitoring their progress.
 - Ensured team continuously met time deadlines through weekly meetings with devs. and club leadership.

Awards

• Prudential Hackathon (2015) Grand Prize

• Awarded for Node.js webapp. that hosted chat rooms for various topics and communities related to Newark, NJ.

Personal Projects

- Stitch (<u>Website</u>)
 - Web. application for content creators that renders edited videos from Twitch.tv
 - Utilized AWS services (Fargate / ECS) to create a distributed backend rendering service
 - Encapsulated rendering logic into Docker image, allowing for rapid scaling according to demand
- Board Explorer (Source Code)
 - Javascript Chrome extension using deep learning to recognize / evaluate chess boards on screen, and to overlay interactive and playable boards on top of static boards.
 - Trained an image recognition model utilizing the YOLO image recognition algorithm.
 - Generated 8000+ image dataset to train models without needing hand-created annotations.

• Buzz (Source Code)(Play Store)(Website)

- \circ $\;$ Audio level detection app that uses a phone as a microphone.
- Developed backend in Flask, deployed as a Docker image on a DigitalOcean droplet
- Obtained approval for distribution of Kotlin Android app. on Google Play Store.