Quinn Milionis

quinnmil@gmail.com
quinnmilionis.com

Software Engineer

Diverse skillset with focus on API development using modern cloud technologies. Utilizing a strong foundation of computer science principles, I have extensive experience designing and implementing performant and scalable services. Strong communication skills and business background help translate business requirements into actionable technical goals.

Professional Experience

Senior Cloud Engineer - Nike Valiant Labs (March 2021 —)

- Designed and implemented dozens of endpoints in new API services for large mobile application. These endpoints can support thousands of concurrent users and millions of requests per day.
- Collaborated closely with project owners and front-end developers in specifying, refining,
- Bootstrapped service from the ground up by creating CI/CD workflows, automated deployments with the Serverless framework, and authoring containerized integration testing procedures.
- Created “clean code” team standards. Hosted sessions on writing functional, testable, modern javascript. Continuously optimized code to be more performant and readable.

Software Engineer - Nike Inc. (March 2020 — March 2021)

- Created and maintained internal data services using serverless infrastructure and best practices. Focus on writing compliant, functional Javascript for Node based APIs.
- Key role in noSQL (DynamoDB) database design decisions (single table) and legacy SQL migration.
- Demonstrated project ownership, taking charge of entire service development process from specification, implementation, testing, deployment, documentation, and maintenance procedures.

Software Engineer - Arcimoto Inc. (July 2019 —March 2020)

- Focused on designing, building, and maintaining an extensive cloud infrastructure system using AWS services including Lambda, API Gateway, EC2, S3, and more.
- Created a Firmware Version Tracking System which linked firmware versions of all on-vehicle modules to the unique VIN of each manufactured vehicle. I was the first employee to identify and specify the growing problem, and received commendations from the Executive Board after my service successfully solved this issue for the company.
- Created a company wide Vehicle Log system. Used Python Lambda functions and hooks to create log entries on important events.
- Automated teams workflows by establishing the companies first CI/CD pipeline.

Data Science Internship - M Science LLC (March 2019 — July 2019)

- Wrote Python and Apache Spark scripts to query and manipulate datasets with millions of records.
- Published internal research papers on my analysis of the mobile semiconductor market.

Education

Double Bachelor of Science in Computer Science and Economics
University of Oregon — Graduated June 2019

- Minor in Business Administration.
- Highly involved in leadership, served as President of the largest political student organization at the university.
- Demonstrated strong understanding of computer science principles though success in advanced courses including: Software Methodology, Algorithms and Data Structures, C/C++ and Unix, Advanced Unix System Administration, Operating Systems, and Artificial Intelligence.

Technical Proficiencies

- ***Languages***: Javascript/Node ES6, Python, C, C++, Java, PHP, some C#
- ***Development and Production tools:*** Git, Docker, AWS (Lambda, DynamoDB, API Gateway, ALB, EC2, CloudWatch, SNS, SQS, IOT Core), Serverless Framework, Terraform.
- ***Standards / Frameworks / Databases:*** DynamoDB, MongoDB, SQL, REST API design/ development, GraphQL APIs, Node/Express, Vue.js, React, Django, Unix Administration/Scripting.

Additional Project Work

"Campaigners" Political volunteering web application

- A functioning proof-of-concept, this site can connect needful campaigns with willing volunteers/ freelancers. Created with the goal of helping small candidates compete with well funded campaigns and incumbents. Created with input from gubernatorial campaigns in multiple states.

"Summit Watch" Mountaineering Service

- This open source project will serve as a comprehensive mountaineering resource aggregator, intelligently ranking and sorting reports and data from around the web to provide custom mountain condition analytics.
- Node/Express backend retrieves data from a variety of websites and weather services before running a custom ranking algorithms to filter and rank information most useful for prospective climbers. React frontend in progress.

"Monopoly" Application

- An implementation of the classic board game using C++ and Qt graphics toolkit. Demonstrates proficiency in system design and programming practice.
- Received full marks and special commendation as an open-ended final project for C/C++ course.

"DenCity PDX" Marketplace

- A craigslist style marketplace application built for the inaugural 2018 PDX Hack-For-A-Cause to create a marketplace for "Urban Density Credits" in the city of Portland.
- Collaborated with a team of 2 other students and 1 professional developer to successfully create a working prototype with a fully functional public API in less than 24 hours.

These and other projects are available @ github.com/quinnmil