Cindy R. Johnson

Remote Senior .NET Software Engineer

EXPERIENCE

- Well-rounded back-end .NET engineer and scrum lead
- Diverse experience across industries
- Architectural, design, development, testing, and investigative skills with complex data systems
- Collaborative, courageous, consistent, conversant
- Advocate for better practices, collaboration, team-building, and organized work

HISTORY

Medical Solutions

Mar 2023 – Current: *Senior Developer* • Remote

Developing back-end of deliverables to support traveling clinicians. Using C# .NET back-end applications, MS SQL, Azure DevOps, and other Azure cloud services

- ☐ Advocating for better software practices and better software quality, including code consistency and end-to-end ownership and examination of app/service logs
- ☐ Working with architect, principal, and staff with my proposals on possible approaches for upcoming features and with the foundation of new code
- ☐ Encouraging breaking apart a legacy API of 140 endpoints, and unit test coverage above 20% (I prefer at least 70%) in both legacy and new IDesign code, etc.
- ☐ Keeping the work flowing through a small scrum team as consistently as possible
- ☐ Investigating bugs and surgical code for new features in legacy code consisting of large classes (1k+ loc) and involved endpoint handling (15-20 steps within one method)
- ☐ During surprise new feature emergencies, diving in to deliver a surgical change but also promoting the better way for later
- ☐ Mentoring/coaching junior, peers, and even a little of staff and principal
- ☐ Collaborating with other teams on needed changes, including other developers, product owners, QA, and production support

Rural Sourcing (now Sparq)

Dec 2022 – Mar 2023: *Senior Software Consultant II* • Remote

Worked with a client involved in shipping to centralize in the cloud multiple localized software systems handling large volumes of data using C# .NET back-end applications, MS SQL, Azure DevOps, and Google Cloud Platform

Contact

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Skills

Professional Skills

- ✓ Curious, Communicative
- ✓ Focused work ethic
- ✓ Teamwork-oriented and approachable

Programming Skills

- ✓ **Current**: C#/.NET, Service Bus, MS SQL, IDesign
- ✓ **Architectural**: Marten, RabbitMQ, Wolverine, APIs, microservices, CQRS, Pub-Sub
- ✓ **Patterns**: Dependency injection, Factory, Strategy, Builder, Aggregator
- ✓ **Data**: Postgres, MS-SQL, Marten
- ✓ **Languages**: C#, C, C++, more
- ✓ **Web:** basic CSS, SCSS, Javascript
- ✓ **Other**: Unix, shell scripting

❑ Coded exploratory POC to help refine work needed, including data model, database creation, mock api, api client using .NET 7, Swagger, Swashbuckle, OpenAPI, EF 7, dotnet ef migration tools for SQL Server

❑ With high-level architect, business, engineers, continually refined high-level goals into workable requirements and an initial data model, including discussions of a node-based model

❑ Explored tech options, from graph databases to messaging tech like .NET Wolverine vs RabbitMQ and Google PubSub

❑ Organized team members as they onboarded with the team, in terms of learning and tasks

❑ Set up initial Azure DevOps pipelines for first POC

Spreetail

2020-2022: *Software Engineer II* • Lincoln, NE

Developed C# .NET back-end applications to support e-commerce – applications ingesting from upstream systems, composing, and conveying to downstream systems, involving large data volumes

❑ Managed complex systems under heavy load, devising ways to track not only app behavior but behavior of data flows

❑ Worked with upstream and downstream partner teams to implement new features and to investigate internal service desk problems

❑ Optimized Marten event-sourcing system

❑ Upgraded part of our RabbitMQ event-driven ecosystem

❑ Mentored engineers in better practices, like encouraging greater depth in MR descriptions or training them in investigative approaches

❑ Shifted toward metadata use from RabbitMQ to internal to Marten events

❑ Continuously advocated for process improvements, including with our deployment stack (GitLab, Docker, Helm, Azure, AKS)

❑ Encouraged gradual consistency in approach in fast-grown complex system with small iterative changes shifting towards a larger goal

Nebraska Book Company

2010: *WinPrism Programmer*
Solved support issues with SQL for a C#/ASP.NET application

(Johnson Family)

2007-2020: *(Raising my son)* • Lincoln, NE

Jeppesen Sanderson (Boeing)

2005-2007: *Software Engineer* • Denver, CO

❑ Maintained on a tight schedule with RUP a complex C#/ASP.NET application that involved XML and SQL for internal and external customers to deliver software onboard large commercial aircraft

❑ Improved software process, initiating new code review process; brainstorming source control and testing improvements

❑ Maintained C#/ASP.NET web-based plug-in applications, and C++/MFC airport terminal chart applications

❑ Developed requirements as needed with UML, SDLC on both the simulated embedded platform and on laptops

Tools and Technical Skills

✓ **Dev Stack**: C# 9-10, NET 8, Postgres, MS-SQL

✓ **CI-CD Stack**: Azure DevOps, AKS, Kubernetes, Helm, Docker, GitLab, GitHub, TFS

✓ **Cloud**: AKS, Azure Service Bus, Service Fabric

✓ **OS**: Cross-platform/web, Unix, Windows

✓ **Testing**: Extensive unit testing, familiarity with integration and systems testing

Portfolio

CodeOnward.com

My career website with tutorials and a growing portfolio of proof-of-technology projects

Education

❑ **B.S.E.E.,** **University of Houston**

❑ Training in Azure Fundamentals, project management, Greenbelt, Six-Sigma

Awards

Patents

Under my maiden name, McGee, filed during my time at Compaq Computer Corporation, now part of HP:

1. US-6125408-A: Resource type prioritization in generating a device configuration

2. US-5991826-A: System for configuring computer devices

Lockheed Martin Space Systems

1999-2005: *Senior Embedded Software Engineer* • Denver, CO

Represented the flight software organization in mission support for interplanetary spacecraft under contract to NASA, including Mars Odyssey, Mars Reconnaissance Orbiter, Genesis, and Stardust missions

❑ Developed flight software and performed tests for Mars Odyssey, fault protection software for Stardust, and simulation software for MRO

❑ Expedited spacecraft recovery after solar flare event, identifying likely causes and safe procedures as flight software subsystem representative, avoiding further risk to multi-million dollar spacecraft

❑ Developed UI in HTML, Javascript, and Perl for new mySQL database system for spacecraft test catalog, review, and analysis, greatly reducing overall test review and sign-off time for over 1000 data-intensive spacecraft tests

DETAILS

• Carried out switch to C++ object-oriented design using UML and Rhapsody for simulating 8 science instruments to be integrated onboard spacecraft

• Supported over 250 Unix shell and Perl scripts and data files across more than 5 operational, testbed, and development networks for 4 interplanetary spacecraft, including development, revision management, testing, training, and reporting

• Trained in Greenbelt, Six Sigma, and Lean principles

• Developed payload simulation, application-level real-time embedded, flight, and fault protection software (UML, C++, Rhapsody, VxWorks, Unix, C) as well as rigorous acceptance tests and flight support (Odyssey, Genesis, Stardust)

Compaq Computer Systems (Hewlett Packard)

1994-1999: *Senior Software Engineer* • Houston, TX

Formed requirements, specified function and design, developed software, assisted in test plans, debugged, verified, and maintained software applications shipped on more than 1 million personal computers

❑ Developed features unique in the industry including utility to handle resource conflict that resulted in 4 patents and security functions

❑ Used Visual C++ and MFC to develop multiple object-oriented applications for Windows 200, Windows 9x, NT, MiniWindows, and Windows 3.1

❑ Worked with localization issues in 22 languages as well as cross-platform, user interface, firmware, driver, hardware, and cross-divisional issues

❑ Debugged issues across teams, including testers overseas

according to configuration patterns

3. US-5964871-A: Resolution of resource conflicts by reduction of systems to solve

4. US-5884075-A: Conflict resolution using self-contained virtual devices

v4.1 - 04/27/2020