JACKSON TURNER

Software Design Engineer - Lead

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📍 Los Angeles
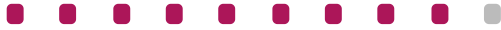🌐 www.qwikresume.com

SKILLS

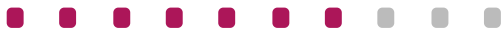**Database Management And Optimization**

Wireframing

Prototyping

Software Testing

Integration Testing

Agile Scrum

INTERESTS

- ✏ Birdwatching
- 🔭 Traveling
- 💼 Sports Coaching
- 🏆 Knitting

STRENGTHS

- 🔨 Pragmatism
- 🍃 Sensitivity
- ♡ Sincerity
- ⚓ Stability

LANGUAGES

English

German

Polish

ACHIEVEMENTS

- ⭐ Led a team to develop a cloud-based application that increased user engagement by 30%.
- ⭐ Implemented a microservices architecture that improved system scalability and reduced downtime by 25%.

PROFESSIONAL SUMMARY

Results-oriented Software Design Engineer with a decade of experience in leading software development projects and delivering high-quality solutions. Proficient in software architecture, design patterns, and agile methodologies, I excel in optimizing application performance. Passionate about mentoring teams and driving innovation to achieve business objectives.

WORK EXPERIENCE

Software Design Engineer - Lead

📅 Mar / 2019-Ongoing

WidgetWorks Inc.

📍 Denver, CO

1. Troubleshoot, debug, and optimize existing software applications.
2. Developed technical specifications and RESTful web services to facilitate time zone-based synchronization.
3. Conduct software testing and validation to ensure high-quality deliverables.
4. Designed a generic event-driven framework for validating advertising channel reports, enhancing data accuracy.
5. Created database schemas and applications to execute ad hoc validation on reports, lowering validation time from five days to one day.
6. Developed syncing mechanisms for reports using RESTful APIs and configuration-driven ETLs.
7. Collaborated with cross-functional teams to ensure seamless integration of new features and enhancements.

Software Design Engineer

📅 Mar / 2015-Mar / 2019

Silver Lake Enterprises

📍 Seattle, WA

1. Engineered real-time embedded software for industrial controls, utilizing C and Assembly languages to meet stringent performance standards.
2. Designed and troubleshot discrete digital and analog circuits, ensuring reliability and efficiency.
3. Executed comprehensive design strategies, considering component selection and manufacturing constraints.
4. Developed and maintained software in C for testing graphics device interfaces within Windows operating systems.
5. Created software in C++ to conduct coverage and stress testing of Windows GDI capabilities.
6. Played a pivotal role in building a Data Warehouse in SQL Server, optimizing data flows for global operations.

EDUCATION

Bachelor of Science in Computer Engineering

📅 Mar / 2012-Mar / 2015

University of California

📍 Phoenix, AZ

Focused on software development, embedded systems, and algorithm design.