Alexander Gimmi

Software Engineer

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Portfolio: gimmi.work
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TECHNICAL EXPERIENCE

Janus Health   Nov 2023 — Apr 2024
Full-stack Software Engineer / Automation   *Remote*
- Contributed to the ongoing development of a proprietary automation solution for revenue cycle management

Kyruus   Dec 2022 — Feb 2023
Full-stack Software Engineer / API   *Remote*
- Partnered with other engineers at Kyruus to deliver the MVP API for the company's next generation platform
- Migrated existing customers onto a newly designed data pipeline for improved and more consistent performance
- Communicated and aligned with internal teams to meet long-term delivery goals for our customers
- Assisted in the integration of incoming teams and their products during a company merger

                                                                                 Dec 2020 — Dec 2022
Back-end Software Engineer / Pipeline Operations   *Remote*
- Designed a streamlined system to replace the existing data pipeline
- Optimized the existing pipeline to reduce load on internal and external APIs by 50%
- Standardized incoming customer data and drastically reduced unexpected outages as a result
- Simplified the implementation process for new customers on the Kyruus data pipeline

                                                                                 Mar 2019 — Dec 2020
Back-end Software Engineer / Customer Onboarding   *Boston, MA*
- Coordinated with customer support to promptly deliver customer facing features
- Successfully onboarded new customers in concert with solution architects
- Monitored the Kyruus data pipeline during an on-call rotation and handled system instability as needed

PrimePay   Jan 2018 — Mar 2019
Back-end Software Engineer / Tax Filing   *West Chester, PA*
- Refactored a legacy tax filing engine to manage and file payroll taxes for tens of thousands of clients
- Designed and constructed data visualization and data conversion tools for state and federal tax forms (.pdf) and files (.txt, .xml)
- Engaged the business in the discussion and direction of the initial version of the updated platform

Northeastern University College of Arts, Media, and Design   Jan 2015 — May 2016
Research Assistant / G-Player Visualization Tool   *Boston, MA*
- Created a data-agnostic visualization tool to compare participants' spatiotemporal data and analyze their in-game decisions via data-playback and statistical models
- Expanded the tool for an open-source DARPA grant by restructuring the upload workflow to allow for varied file formats and structures (.csv, .json, .txt, .xml)

SKILLS

Languages	Python, SQL, NoSQL, HTML, CSS, Javascript, C#
Tools	Git, MongoDB, PostgreSQL, AWS (Lambda, EC2, RDS, CloudFront, etc.), Jenkins, LaTeX
Frameworks	FastAPI, Pydantic, Flask, Chalice, Leaflet, LINQ
Concepts	REST API, object-oriented design, ETL, test-driven development, Agile

PROJECTS

Arcavios — Building a collection of tools for managing Magic: the Gathering data   Jun 2023 - Present
Streamlabs Chatbot — Built a plugin to support automatic handling of picture-in-picture replays during livestreams   Spring 2022

EDUCATION

Bachelor of Science in Computer Science, *Northeastern University*

ACTIVITIES AND INTERESTS

Volunteer Fire Lookout	2024
Northeastern University Magic: the Gathering Club - Founder and President	2014 — 2016
Research Assistant to Dr. Alessandro Canossa contributing to the G-Player Visualization Tool	2015 — 2016
Northeastern University Housing and Residential Life - Resident Assistant	2013 — 2015
Research Assistant to Dr. Stephen Intille contributing to Cell Phone Intervention Trial for You (CITY)	Summer 2013