

SHARDAE DOUGLAS

SOFTWARE ENGINEER

📞 409-659-1750
✉️ Shardae.Douglas@gmail.com
🏠 Los Angeles, CA, USA
💻 www.linkedin.com/in/shardae-douglas-64088417b/

PROFESSIONAL SUMMARY

Seasoned, initiative-taking Software Engineer with 7+ years of experience in creating and executing innovative software solutions to enhance business productivity. Experienced in all aspects of the software development lifecycle and end-to-end project management, from concept through to development and delivery. Consistently recognized as an interactive and competent leader, skilled at coordinating cross functional teams in a demanding environment to steer timely project completion within budgetary constraints.

WORK EXPERIENCE

Lead Software Engineer

Riverside Technology Inc / NOAA - Asheville, NC | July 2024 - Present

- Designed, developed, and deployed custom AI-powered applications using Python, AWS SageMaker Studio, and AWS Bedrock API to automate the QA process for large Climatological datasets. This increased Federal employee productivity by 50%.
- Train and evaluate custom AI models, using appropriate statistical methods to assess performance and identify areas for improvement.
- Led a team in software architecture, database development, and operational releases, spearheading the adoption of best practices like mandatory code reviews, automated testing, and CI/CD pipelines to improve code quality.
- Successfully integrated IT security protocols into operational software releases, ensuring compliance and minimizing disruptions to ongoing operations. This process was streamlined, reducing the time required for IT integration
- Provided technical guidance to a team of software engineers and participated in project management from sprint planning to retrospectives, while also contributing to the design of a scalable and secure software platform.

Software Engineer and IT Technician

Pulp Studio Inc - Gardena, CA | November 2022 – July 2024

- Developed and maintained ERP software using FileMaker and Python that automated order processing, inventory management, and financial reporting, while also creating seamless data-driven applications for sales analysis.
- Improved productivity and code quality by integrating DevOps principles and adhering to best practices, including Continuous Integration and Test-Driven Development.
- Designed and built monitoring software using Python and Raspberry Pi for glass fabrication machinery, identified and automated various repetitive tasks, and implemented proactive monitoring solutions that reduced server downtime.
- Utilized Agile and SCRUM methodologies to manage software development projects, ensuring timely and effective project delivery. This approach facilitated better communication and collaboration within the team.
- Configured, repaired, and upgraded computer hardware including microcomputers, motherboards, and network cards to support the deployment of new software and maintain system performance. This ensured seamless integration of new technologies and minimized disruptions to employee workflows.

EDUCATION

Master of Science - Computer Science

Arizona State University
August 2025 - Present

Bachelor of Science - Information Technology, Data Science

Arizona State University
August 2023 – June 2025

Associate of Science - Computer Programming

Santa Monica College
August 2021 – June 2023

CERTIFICATES

Cybersecurity

Santa Monica College
June 2024

Full Stack Web Development

Woz U
June 2017

SOFT SKILLS

- Teamwork
- Leadership
- Project Management
- Communication
- Analytical Observation
- Critical Thinking
- Adaptability
- Organization

Automation Engineer

CereCore - Nashville, TN | June 2023 - February 2024

- Developed enterprise-level automation software using C#.NET Core and UiPath for hospitals to handle patient data and created and executed UI and web service automation test scripts for a web-based Data Comparison Tool.
- Documented detailed business requirements and created comprehensive test plans for Hospital Patient Management Software, while also debugging and testing new and existing software systems.
- Collaborated with end-users and participated in an Agile/Scrum team, utilizing JIRA for task management and bug tracking to meet specific needs and ensure effective communication and project delivery.

Web Developer

Nopula - Los Angeles, CA | November 2017 – October 2022

- Designed and modeled multi-threaded enterprise n-tier software and developed RESTful API interfaces that pulled real-time data from multiple sources.
- Built and maintained responsive websites with real-time inventory updates and provided site analytics data for clients, leading to improved SEO optimization and site traffic.
- Automated testing of internal web-based tools and marketing landing pages using Selenium, which improved efficiency by streamlining workflows and ensuring accurate tracking of user interactions.
- Developed advanced search components using Entity Framework to retrieve the search results from back-end databases with asynchronous calls and AJAX features.
- Integrated Microsoft's back-end technologies like Azure Pipelines and ASP.NET Core to host and develop a travel blog website for a client who was a content creator.
- Developed RESTful API interfaces, for a Community Planning Client, which pulls real-time news data from multiple sources to provide the community with breaking news in their neighborhoods.
- Maintained and debugged front-end and back-end applications using tools like Visual Studio Debugger and Sonar Lint.
- Used various frameworks such as Django, Ruby on Rails, ASP.NET, React, Agile, Laravel, and Drupal to incorporate polyglot programming concepts offering a unique approach to web design.
- Developed NetSuite customizations using NetSuite, JavaScript API and SuiteCloud platforms for better integration.
- Wrote application-level code to interact with APIs, Web Services using AJAX, JSON, and Angular resources.
- Automated testing of internal web-based tools using Selenium, improving the efficiency of the localization team by streamlining workflows related to translation management and integration.

TECHNICAL SKILLS

- AI/ML
- Data Analytics & Visualization
- MLOps
- AWS and Azure Cloud Infrastructure
- Full Stack Development
- Automation
- API Development
- Software Architecture
- Database Management
- DevOps / DevSecOps
- CI/CD
- Agile Methodology
- Scrum Master
- Git Version Control
- Unit Testing
- Integration Testing
- IT Systems Monitoring

PROGRAMMING LANGUAGES

- **Python** (Expert)
- **C#** (Expert)
- **JavaScript** (Expert)
- **TypeScript** (Intermediate)
- **Java** (Intermediate)
- **PHP** (Intermediate)
- **C++** (Intermediate)

FRAMEWORKS & LIBRARIES

- **Django / Flask /FastAPI** (Expert)
- **.Net Core / Maui** (Expert)
- **Next.js / Express.js / Vue.js** (Expert)
- **Maven with Spring** (Intermediate)
- **React / React Native** (Expert)
- **Angular 6+** (Intermediate)

DATABASES

- **MSSQL** (Expert)
- **Oracle DB** (Expert)
- **Postgres** (Expert)
- **SQLite/SQLAlchemy** (Expert)
- **FileMaker** (Intermediate)
- **MongoDB** (Intermediate)

Quality Assurance Engineer

Black Opal Games - Pearland, TX | February 2019 – June 2021

- Developer game mechanics using C# and Unity, as well as C++ and Unreal Engine.
- Implemented serverless game logic using AWS Lambda and API Gateway to improve scalability and managed a fleet of EC2 instances for multiplayer servers using Auto Scaling and Elastic Load Balancing to handle peak player loads.
- Designed and executed automated tests using Gauntlet and the Unreal Automation Test Framework and developed custom Python scripts to automate level testing and asset validation.
- Used probability functions for scoring systems to give more control to Designers.
- Coordinated with Business Management and Product Owners to help develop and maintain cross-platform Mobile experiences for iOS / Android.
- Utilized cronjobs to automate daily backups of game databases and server files, ensuring data recoverability in case of hardware failure.
- Developed simulation components, movement systems, and PhysX integration tasks.
- Implemented serverless game logic using AWS Lambda and API Gateway, improving scalability and reducing latency.
- Developed custom Python scripts using the Unreal Editor Python API to automate level testing, asset validation, and build process verification.
- Developed a system using cronjobs to automate the generation and distribution of daily reports on key game metrics, including player activity, revenue, and server performance. These reports provided valuable insights for game designers and product managers.
- Automated the rotation and compression of game server log files using cronjobs, preventing disk space exhaustion and simplifying log analysis for debugging and performance monitoring.
- Collaborated closely with developers to identify and reproduce bugs, providing detailed bug reports and assisting in the debugging process.
- Performed various types of testing, including functional testing, regression testing, performance testing, and usability testing.
- Integrated automated testing into the CI/CD pipeline, ensuring that all code changes were automatically tested before being merged into the main branch. This helped to catch regressions early and maintain code stability.
- Identified trends and patterns in player behavior to inform game design decisions, such as level balancing, difficulty adjustments, and feature prioritization.
- Used statistical methods to segment players and personalize their gaming experience.

UX/UI Designer

Harvest Point Church - Pearland, TX | April 2017 - January 2019

- Designed interactive solutions and visual prototypes for complex web applications using tools like Figma and Pidoco.
- Used analytics reporting and usability testing to obtain user data, which was leveraged to make iterative improvements, increasing user engagement by 30%.
- Obtained user data with analytics reporting, task analysis, and participatory design techniques and leveraged that data to create iterative improvements, increasing user satisfaction by 20%.

IT Technician

Graphic Kings - Houston, TX | March 2017 - May 2018

- Installed and configured hardware and software components for staff and proactively maintained computer systems and networks.
- Improved productivity and drove down costs by troubleshooting technical issues and protecting the company's data and assets through cybersecurity practices.
- Completed user research that identified opportunities for improving the company's web presence, leading to site enhancements and a 27% decrease in bounce rate.

EXTERNAL LINKS

- GitHub:
<https://github.com/shardaedouglas>
- Portfolio
<https://ShardaeDouglas.dev>