TREY MICHAELS

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QUALIFICATIONS

- Currently a Full Stack Software Engineer II on the Lodging Shopping team, been with the team for about 2 years
- Proficient in Kotlin, React.js/JavaScript, GraphQL, Java, HTML/CSS, MySQL
- Experienced in completing a variety of tasks including feature work, platform upgrades, as well as performance improvement related work
- Writes efficient code following best practices and consistent patterns/usages and is actively involved as a core maintainer and reviewer for Lodging services, advocating for code quality
- Strong collaborator and communicator, familiar with Agile practices, detailed in documentation and responses, and proactively raises issues when found

WORK EXPERIENCE

Expedia Group, Software Engineer II (Full Stack), June 2021 - Current

- Worked on several new features across Expedia's Lodging-owned pages that have been tested out to users and found to have resulted in statistically significant increases in the conversion rate of lodging purchases by customers. Some of which include Black Friday promotional features, new and improved filters, and clear third party inventory indicators on properties
- Heavily involved and helped lead a significant platform upgrade effort for the Lodging experience-api applications which required a strong understanding of dependencies, refactor work, as well as troubleshooting various issues that showed up in test or production environments -
- Writes unit tests associated with code changes to validate code works as intended, also knows how to monitor changes through deployment process and familiar troubleshooting Spinnaker deployments
- Capable of independently completing bug fixes or projects across either or both sides of the tech stack, and experienced in coordinating within and across teams to drive efforts towards completion
- Active participant in developer meetings and code reviews to refactor older code and improve overall code quality
- Understanding of complicated system architecture, how the flow of data is connected, and how many services are leveraged and defined to handle a certain unique responsibility
- Handles high-stress situations such as being on call, recognizes issues, and utilizes site monitoring tools to help trace and investigate causes of live site issues
- **Languages/Tools:** Kotlin, JavaScript, GraphQL, React.js

eNotes.com, Software Engineering Intern, June 2020 - June 2021

- Implemented both the client side and the back end infrastructure of many pages of the company's new website
- Wrote clean and maintainable code following best standards in PHP
- Utilized Object Oriented Programming following SOLID principles for technical problem solving
- Tested code using unit tests and mocks to maintain a high level of code coverage
- **Languages/Tools:** PHP, JavaScript, Symfony, MySQL, Twig

PROJECTS

Cover Covid-19, Co-Founder, Software Developer, April 2020 - July 2020

- Created a web application where users can anonymously report having tested positive anywhere in the world
- Features an interactive map that enables search, layer controls, and the ability to self-report in precise locations
- Queries the database to build statistical comparisons between the fastest-growing states in Covid-19 cases
- Runs a Cron Script daily to make an API Call to gather officially reported data from the New York Times that is translated to points plotted on the map to provide visualizations of Covid-19 statistics
- **Languages/Tools:** JavaScript, PHP, Laravel, Leaflet.js, MySQL, CSS, AWS

Dating on the Ave, May 2020 - June 2020

- Developed a speed dating web application exclusive for UW students to help them make connections remotely
- Uses the WebRTC framework to host real-time video chatrooms, connecting users face-to-face
- Integrates a RESTful API to respond to the client-side using GoLang, handling the infrastructure of the site
- Incorporates session tracking using Redis and a SQL database to store user information and enable authentication
- Utilizes a microservice integrated with MongoDB to connect users to their likes, matches, and video chatrooms
- **Languages/Tools:** GoLang, Node.js, Express.js, MongoDB, AWS, Docker, Redis, MySQL, React.js, CSS, WebRTC