ERIC RHINEBOLT

Software Engineer

EXPERIENCE

TEK Systems/Optum
July 2022 – June 2023

Software Engineer

- Created GraphQL APIs for Azure Cosmos, reducing the time for data to be available from hours to minutes.
- Employed CI/CD practices using Jenkins to automate the build, test, and deployment processes, improving efficiency and reducing errors.
- Utilized Git Flow practices for version control and collaborated with teammates on code reviews and merging.
- Conducted thorough testing and debugging with Junit and Mockito to identify and resolve software defects and ensure quality deliverables.
- Practiced Agile methodologies, employing Scrum framework and embracing iterative development practices.
- Kept up to date with emerging technologies and industry trends, incorporating new tools and best practices into development processes.

PROJECTS

ABG – Alpha, Beta, Gold

- Build a full-stack web application allowing users to search a database of video games, add them to their profile, and review them.
- Allow users to perform full CRUD operations on a database from the front end.
- Technologies used: HTML/CSS, JavaScript, Java, Spring Boot, Thymeleaf, MariaDB

BingeTV

- Contributed to a group project of a TV show review site.
- Reworked and streamlined the backend to utilize JPA on an Azure database.
- Implemented OAuth security.
- Technologies used: Java, Spring Boot, Azure

CONTACT

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SKILLS

Java
(2 years)

Spring Framework
(2 years)

GraphQL
(1 year)

Kafka
(1 year)

Azure
(1 year)

HTML/CSS
(3 years)

JavaScript
(1 year)

SQL
(1 year)

EDUCATION

TEK Systems Boot camp
April 2022 - July 2022
Java, SQL, HTML/CSS, JavaScript and Agile