David Vedvick

Senior Software Engineer

Senior software developer with 15+ years of experience in software development and technical leadership, delivering reliable, valuable, and peformant software through customer collaboration and a focus on best practices.

Contact

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Skills

- C#, .Net Core/Framework, ASP.Net, Entity Framework
- Javascript, Typescript, ReactJS, NodeJS
- Python, Flask
- SQL Server, SQLite, Oracle
- WPF, WinForms, Windows APIs
- Building, deploying, and running on Docker
- Powershell and bash scripting
- Version Control systems: mostly git, but Teams, SVN, and Perforce experience as well

- Kotlin, Java, and Android API experience
- Test-Driven Development and algorithm optimization
- Practical experience with Event Driven and Clean Code architectures
- Extensive experience with agile and scrum methodologies
- Enjoys working with other engineers to build reliable systems through pair/mob programming

Experience

Zeiss Industrial Quality Solutions

Senior Software Engineer, Surface Inspection Automation

- 1. Improved a surface inspection automation service.
 - 1. Improved release consistency as measured by frequency to approximately 1 per month by adding working continuous integration for the service.
 - 2. Removed state from the application with no regressions by adding existing integration tests into the CI pipeline and adding unit tests with coverage around 60%.

Senior Software Engineer, In-Process Additive Manufacturing Inspection

September 2021 - March 2024

March 2024 - Present

September 2021 – Present

- 1. Accelerated 1.0 product release within first year of joining by:
 - Improving application uptime by eliminating significant memory leaks.
 - Bringing test coverage from 0% to ~50% in main application, improving resilience of application to breaking changes.
 - Delivering major product features, such as camera calibration, by developing a flexible codebase that was easy to adapt to feedback from the product owner and users.
- 2. Increased data storage capabilities by porting database from SQL Server Express with a 10GB data limit to SQLite, both improving application performance by reducing overhead, and allowing more data to be persisted.
- 3. Improved image processing algorithm from ~200ms to ~60ms, reducing feedback time to the Additive system, by reducing allocations and improving pointer math.
- 4. Improved customer build quality reporting by creating a PDF engine capable of generating large PDF reports, using our existing web UI to provide consistency.

Protolabs, Pricing Team

July 2015 – September 2021

Technical Lead

March 2019 – September 2021

- 1. Aided product management in the development of future e-commerce product enhancements, such as secondary operations and instant quoting, by assessing their requirements and collaborating with other teams on implementation strategies.
- 2. Improved reliability of software in my team by championing unit testing, automated acceptance testing, and pair programming, leading to fewer issues post-deployment.
- 3. Accomplished a successful migration of the pricing software to the company's new e-commerce platform while maintaining high uptime on existing platform by:
 - Developing and executing on a plan to simultaneously run on .Net Framework/IIS and .Net Core/Docker, enabling other teams to develop the new E-Commerce software around pricing software that operated consistently, while giving the pricing manager access to new features.
 - Migrating Dependency Injection container from Unity to Microsoft DI, enabling smoother integration with the new platform and with the modern dotnet stack.
 - Migrated pricing data to the new platform while the service was live, requiring minimal downtime at launch of new platform.
 - Optimized offer lookup using the new catalog system during pricing by converting a denormalized list to a lookup table, reducing time complexity from O(n^2) to O(n).

Senior Software Engineer

April 2016 – March 2019

- 1. Enabled new products, such as on-demand injection molding, by replacing the existing injection molding pricing engine.
- 2. Developed from the ground up utilizing industry best practices in test-driven development, pair programming, and automated acceptance testing
 - System replaced earlier pricing engine within a monolithic code base.
 - Re-written from scratch over the course of 1 and 1/2 years.
 - Went live with no defects nor changes in quoted prices.
 - Proved flexibility of new software by developing and deploying major new features in under 6 months.

Software Engineer

- 1. Improved existing Protolabs software as a support engineer.
 - Achieved higher throughput of PDF versions of quotes, reducing a large backlog of quotes to be processed, by implementing a single input multi-dispatch queue for quote processing.
- 2. Joined Protolabs' pricing team to help with effort to write a new pricing engine for Protolabs' Injection Molding service.

More employment history available at <u>https://davidvedvick.info/resume</u>

Education

Master of Science in Software Engineering; University of St. Thomas (December 2022)

Graduate Certificate in Artificial Intelligence

Bachelor's of Science in Computer Engineering; North Dakota State University (December 2009)

Minor in Computer Science

Online

- <u>https://davidvedvick.info</u> Personal site, portfolio, and blog
- <u>https://github.com/davidvedvick/</u> GitHub profile
- <u>https://www.linkedin.com/in/davidvedvick/</u> LinkedIn profile

Certifications

NCEES Fundamentals of Engineering Exam (November 2009)