

Phillip Ninan

Senior Software Engineer

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🌐 www.phillipninan.com

📍 Long Island, New York

A Senior Software Engineer with 8+ years of experience responsible for full-stack architecture and development. I am an enthusiastic technologist, proven leader, and convey excellent communication skills. I am seeking a leadership position with a progressive employer where I can contribute to developing new technologies and work with bright, dedicated individuals.

WORK EXPERIENCES

Senior Software Engineer

LBI Software | 2014 - Present

Technical lead developer for several ongoing projects. Trusted with architectural decisions, development of core components, continuous integration, and software development processes for sports analytics applications.

- **Software Architect.** Well versed in the balancing act of keeping apps up to with the "lastest and greatest" for security and performance reasons while not adding unnecessary technical debt. I make effective design decisions and break down complicated tasks into manageable chunks of work.
- **Team Lead.** I make high-level design choices and enforce technical standards across my team while mentoring other developers. I encourage them to learn how to make technical decisions on their own and lead by example.
- **DevOp Enthusiast.** Responsible for setting up DevOps for my projects using Jenkins CI/CD pipelines. I have set up integrations with Jenkins, Bitbucket, and Slack. I have spearheaded a company-wide effort to utilize Docker resulting in a 50%+ decline in project setup time.
- **Office AWS Guru.** I have used AWS to deploy applications to EC2, pushed images to ECR, deployed scalable apps using ECS and ELB's backed by databases in RDS. In addition, I have set up security groups to isolate communication between environments.
- **JUnit & Mockito Expert.** Increased adoption of writing tests by over 300% by creating company-wide workshops and created pull request guidelines yielding 24% less server-side bugs.

NOTABLE PROJECTS

Athletes Unlimited - auprosports.com

AU Pro Sports - Technical Project Lead

Public API. I am developing a public-facing API to provide client-facing applications with data for players, teams, games, and statistics. The API is versioned by sport to allow resources to be implemented independently. It is well documented by using Swagger and deployed on ECS.

- Java 9, Spring Boot, Swagger, Postgres, Angular, AWS

Rule 4 MLB Draft Tool - lbidynasty.com

LBI Dynasty - Technical Project Lead

Websockets. One of many real-time draft features. Prior to the draft, clients rank and group players they would like to draft. Each client has their changes published whenever a player is ranked, added, or removed from a group and this is synchronized across all clients.

- Java 8, Spring Boot, MSSQL, Angular.JS, Plotly.js, Tomcat 9

SKILLS

Technical

Java/JavaScript/TypeScript

Maven/SpringBoot/Swagger

MSSQL/PostgreSQL

Jenkins/Docker

AWS/EC2/ECR/ECS/RDS/IAM

Professional

Effective communication

Team player

Strong problem solver

Good time management

EDUCATION

BS in Computer Science

SUNY Stony Brook University

2009 - 2014

INTERESTS

Working Out

Running

Reading

The Great Outdoors