Damien Snyder

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Experience

MAQ Software • Software data operations engineer (May 2023 – Sep 2024)

In this role, I delivered interactive data visualizations to track KPIs for a major client of MAQ. I concurrently led two teams comprising 8 developers. My teams created data pipelines with PySpark running on Microsoft Fabric to query, clean, and process data, and we used Power BI to visualize the data.Day-to-day, I connected with stakeholders, made architecture decisions, debugged, and contributed PySpark, SQL, and DAX code.

Key accomplishments:
- Delivered hundreds of interactive data visualizations to thousands of users
- Led a long-term project that earned the stakeholders an internal award upon completion
- Identified optimizations to reduce load time of a key metric from minutes to seconds
- Fine-tuned a large language model as part of an internal LLM initiative
- Earned the Microsoft Fabric (DP-600) certification

Spadafy • Software engineering intern (Jun 2021 – Oct 2021)

At Spadafy, I developed an admin dashboard with Django to visualize support tickets in a helpdesk webapp. The app displayed overall metrics as well as information about individual tickets. I developed a related admin tool for the app as well using Django and React.JS.

John Snow Labs • Machine learning intern (Jun 2020 – Sep 2020)

In this role, I used Jupyter notebooks and Streamlit to create interactive demos of their Spark NLP and Spark OCR models. I also contributed technical documentation for Spark NLP.

Education

University of Washington • B.S. in Computer Science (Sep 2019 – Dec 2022)
- Graduated with a 3.79 GPA
- Relevant coursework: Data Visualization, Artificial Intelligence, Machine Learning

Skills

Web development: React, Next.js, JavaScript, Typescript, Node.js, ExpressJS, Django
Data science: Python, numpy, pandas, PyTorch, scikit-learn, MATLAB, R, ggplot
Data engineering: PySpark, Databricks, Microsoft Fabric, Power BI, ETL pipelines
Other: Java, SQL, Git, Azure, Unix shell scripting, documentation, technical writing

Other Projects

My largest non-professional project is my arcade, which involved these major achievements:
- Live multiplayer using TypeScript, Svelte, Node.js, ExpressJS, and socket.io
- Custom Vite configuration to enable websocket support in hot-reloading dev environment
- A word puzzle solver to ensure the "Daily Q-less" game always has a valid solution
- Near-human-level AI opponents for the most complex game using statistical modeling in R