

Zachary Yale

Toronto, ON

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Education

Bachelor of Applied Science (B.A.Sc), Computer Engineering

9/2014 – 5/2019

Queen's University — Kingston, ON

Technical Skills

- **Programming Languages:** Ruby, Go, JavaScript, Java, Python, C#, SQL
- **Software:** Rails, React, Kubernetes, GCP, CircleCI, Jira, Git, MySQL, .NET, Unity Engine

Work Experience

Full-Stack Developer

8/2021 – Present

Collage HR — Toronto, ON

- Developed and maintained various features of a SaaS HRIS platform using React on the frontend and Ruby on Rails on the backend
- Participated in the agile development process through sprints and retros
- Practiced Test-driven development (TDD), maintaining and writing unit tests with RSpec
- Performed regular rotations onto the support team, utilizing tools such as Sentry and Papertrail to investigate, triage, and resolve support requests and bugs
- Actively participated in code reviews, design discussions, and team meetings to ensure the delivery of high-quality software
- Collaborated with customer facing internal teams to identify issues in their workflow, and translate them to technical solutions to improve their internal tools to address their needs

Backend Developer

8/2019 – 7/2021

Ecobee — Toronto, ON

- Designed and developed features for a demand response dispatching platform, using a microservice architecture, Kubernetes, and Golang
- Maintained and developed new functionality for a frontend web experience using Node JS
- Practiced agile methodologies (kanban, sprints), and test-driven development
- Implemented unit/acceptance tests with 90% minimum code coverage criteria, using frameworks like GoMock and Testify
- Participated in weekly on-call rotations as an L1, leveraging tools such as k9s, Grafana, and Prometheus metrics to diagnose, communicate, and triage issues impacting production systems
- Developed an asynchronous daily pipeline for verifying online statuses of over 1.7 million thermostats, using Kubernetes cron jobs and GCP PubSub messages.
- Unlocked over \$150,000 in additional annual recurring revenue by identifying and fixing previously undetected bugs in the device program enrolment flow

Software Development Intern

9/2017 – 8/2018

Defence Research & Development Canada — Ottawa, ON

- Designed and developed an Augmented Reality (AR) interface using the Microsoft HoloLens, exploring the value of visualizing space situational data in 3D to Canadian Forces (CAF) operators
- Created an AR orbital view, simulating satellite movement across the planet with Unity and C#

Full Stack Development Intern

6/2016 – 10/2016

Wave Music — Toronto, ON

iOS Developer

5/2015 – 10/2015

Queen's University IT Services — Kingston, ON