

Logan Talkington

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PROFESSIONAL EXPERIENCE

The Boeing Company

Software Engineer

Saint Louis, MO

Jan 2020 – Present

- Automated manual requirements testing using C# and Python to save roughly 30 hours per test event
- Led DevOps efforts to modernize pipelines and mentor/manage 5 engineers to build nightly automation test suite
- Handled hardware upgrades for system displays and designed 3 new software services in C++ to manage them
- Increased nightly automated testing event speed by 20% by developing new networking architecture strategy
- Upgraded Jenkins pipelines to GitLab runners to modernize pipelines and leveraged cloud infrastructure
- Designed full-stack React application and wpf application to display results of daily testing events
- Modernized team utility scripts from Perl to Python and increased team productivity by about 75%

EDUCATION

Oregon State University

Bachelor of Science in Computer Science

Corvallis, OR

Jan 2021 – May 2023

Millikin University

Master of Business Administration

Decatur, IL

Aug 2018 – Aug 2019

Millikin University

Bachelor of Science in Business Management, Minor in Finance

Decatur, IL

Aug 2014 – May 2018

PROJECTS

Automated Requirements Testing | *Python, JavaScript, React, MySQL, C#, , Git*

March 2022 – Present

- Designed end-to-end automated requirements testing which has automated over 300+ functional procedures
- Engineered result viewer web application in Angular and C# for upper-management
- Managed a team of 5 developers on creating further automated testing

PropLurk | *Python, JavaScript, React, MySQL, Docker, AWS, Git*

May 2023 – Present

- Engineered a full-stack web application that analyzes the property valuation of rental portfolios using React
- Implemented Auth0 authentication with Google and Apple OAuth that can handle 100k+ users
- Published the web application using AWS EC2, Amplify, RDS, and 2 load balancers
- Validated system design by handling roughly 20 users using the service in total with a revenue of 100 dollars a month

Jam Session | *JavaScript, React, PostGreSQL, GitLab, Git*

Jan 2023 – May 2023

- Constructed a full-stack web app to help musicians find others to 'jam' with.
- Produced a web application on GCP with Google Compute Engine and 5 micro services
- Implemented continuous delivery using GitLab to build the 5 microservices upon a change in back-end

Quoridor | *Python, Tkinter, , Git*

Jan 2021 – May 2021

- Architected a digital version of the board game quoridor a game where two players fight to get to the opponents end of the board
- Conceptualized the UI through Tkinter using a grid board for a 2 player experience

TECHNICAL SKILLS

Languages: Python, C/C++, SQL (MySQL PostGreSQL), NoSQL, JavaScript, HTML/CSS, C#, Java

Frameworks: React, Node.js, Tailwind CSS, Material-UI

Developer Tools: Git, Docker, Jenkins, Google Cloud, Amazon Web Services, BitBucket, Jira, GitLab, Kubernetes, RHEL6+