

Allan Genari Gaarden

Software Engineer

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Frontend Software Engineer with experience in backend development at Disney Streaming and a strong portfolio of 6+ frontend/full-stack projects. Proven track record optimizing AWS workflows (74% cost reduction) and building high scale services for 235M subscribers. Eagerly seeking Frontend or Full-Stack role.

Technical Skills

- **Languages:** Python, Java, C, C#, C++, Rust, CSS, Typescript
- **Frameworks & Tools:** React, PyQt6, OpenCV, GitHub
- **Databases:** SQL, S3, DynamoDB

Work

Software Engineer @ Disney Streaming

October 2022 – July 2023

- Served as a Backend Software Engineer on Disney Streaming's Core Messaging team, contributing to the development and optimization of messaging services
- Utilized serverless workflow with AWS, including services such as Lambda, CloudWatch, CloudFormation, Kinesis, S3, S3 Select, X-Ray, and Mailbox Simulator
- Utilized a host of 3rd party technologies, including Datadog, Terraform, PagerDuty, Postman, Jenkins, GitHub, Artifactory, Maven/Gradle, and Mockito, to enhance system monitoring, deployment, and testing processes
- Implemented changes in logging, reducing costs by 74% (resulting in savings of +\$2,430/month)
- Contributed to services impacting 235M subscribers/month across Disney+, Hulu, and ESPN+ in 2023, enhancing user experience and engagement

Lab Test Engineer @ Microsoft

July 2022 – October 2022

- Tested Microsoft Teams and Skype software features on a multitude of platforms, including Windows, Mac, iOS, and Android
- Provided bug/status reports for test scenarios
- Resolved hardware and software issues
- Enhanced services impacting a combined 570M users/month between Teams and Skype in 2022

Computer Science Tutor @ University of Washington

September 2021 – December 2021

- Tutored peer college students in Computer Science and Math
- Developed students' problem-solving abilities and mentored new tutors
- Tutored several languages, mainly C++ and Java
- Conducted 106 total sessions during Fall Quarter, including 82 CSS sessions and 24 math sessions

Education

University of Copenhagen (Master's)

August 2023 – PRESENT

- Majoring in Computer Science

University of Washington (Bachelor's)

September 2018 – June 2022

- Majored in Computer Science and Software Engineering
- Minored in Economics
- Annual Dean's list all four years
- Graduated Magna Cum Laude (top 3.5%)

Projects

Arbitrage Bot (Python, React, Rust, CSS)

- Real-time cryptocurrency arbitrage bot monitoring Uniswap V3, SushiSwap, Aerodrome, and Balancer V2 on Base network
- Features safety controls, flash loan support, and cross-platform desktop graphical user interface (GUI)
- Responsive design with performance optimizations to launch quickly and keep the user in control
- Utilized AI development tools to accelerate prototyping and refine logic
- [[GitHub – Arbitrage Bot](#)]

Machine Learning Defense Recommender Tool (Python, Kivy)

- Provides a GUI enabling users to receive recommendations to improve their machine learning model's resistance to attacks
- Autosuggests text to user as they are interacting with the interface
- [[GitHub – Recommender Tool](#)] · [[Project Overview](#)]

Recognition and Conversion of Hand-Drawn ER Diagrams (C++, OpenCV)

- Recognizes and labels different entity types in a hand-drawn entity relationship diagram
- Collaborated in an Agile team of three to design and implement a computer vision pipeline applying image processing, object detection, and generating annotated visual output
- [[GitHub – Hand-Drawn Diagrams](#)] · [[Project Overview](#)]

Overwatch Hero Companion - (C#, XAML) (Java, XML)

- Offers tips and tricks for heroes from the videogame Overwatch
- App published to the Microsoft Store (9/9/2016) and Google Play Store (1/7/2021)
- 60K+ installs with 3.9★ rating
- [[GitHub - Windows \(desktop\) version](#)] · [[GitHub - Android \(mobile\) version](#)]