

David Nadler | DAP Solution Engineer | Software Engineer | New York City
1412.841.6154 | davidnadler9637@gmail.com | github.com/davenads
www.linkedin.com/in/davenads

TECHNICAL SKILLS

WalkMe - Solution Engineer, JavaScript (ES6+), jQuery, React, Redux, Node.js, REST APIs, Redis, SQL, NoSQL, Webpack, Git/Github, HTML5/CSS3/Sass, Agile/Scrum, Microservices, NGINX, GraphQL, Schema parsing / visualization, Cookies, AWS, Docker, Travis CI, Electron, j Query, GraphQL, gRPC, Bcrypt, TDD (Jest, Enzyme), Passport.js, Authentication/OAuth, OOP, 3D Digital Graphics (Autodesk Maya / Mudbox)

>Previous Work History

SOLUTION ENGINEER - WALKME (July 2021 - April 2023)

Technical Consultant / Enablement Instructor for GuideMe Solutions

#1 Partner Company of WalkMe providing end-to-end Digital Adoption implementation, enablement, and ongoing support to maximize the value of technology investments.

- Responsible for implementing and customizing the WalkMe Digital Adoption Platform (DAP) for clients.
- Create WalkMe solution designs using the right tools to support the built processes with an average Adoption Score between 305-355.
- Customized widgets, menus, balloon designs, bullet indents, custom action buttons, action bots, and nearly all WalkMe elements using advanced CSS modifications, including items that WalkMe presets and can not be customized, such as the Ireland menu.
- Tailored advanced building solutions using WalkMe Data within SWT logic, jQuery, cross-domain SWTs, iFrames switches, split steps, automation, error handling, invisible launchers, BBcode customization, and custom action buttons within balloons or pop-steps.
- Successfully delivered more than 20 projects on-time to premier Enterprise Companies such as: MITRE, TD Bank, Amalgamated Bank, S&P Global, American Red Cross, Berkshire Bank, Croix Blue, and Bishop Fox. Provided and guided clients' internal building teams through GuideMe's six-week training and

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enablement program, customized to each company's business objectives. The program consisted of twice-weekly, guided training with hands-on sessions and building sessions. I identified five processes, guaranteeing that at least three would go live at the end of the training, and developed a new training program approved and used by WalkMe.

OPEN SOURCE PROJECTS

OSLabs/PractiQL | Informative endpoint tester allowing for multiple queries at once |
Software Engineer

- Leveraged GraphQL functionality to provide users the ability to build hierarchical visual representation of targeted GraphQL
- APIs, aiding users to build more pertinent and accurate queries via an auto query-generating graphical tool.
- Integrated a regular expression parser with smart transpiler technology for GraphQL multi-query return capability, offering the user a more flexible and efficient development environment by allowing for batched queries within a single input instance
- Used React to Architect a SPA, incorporating React components to create a scalable and reusable design system and codebase, with flux paradigm as the guiding principle with optimal modularity.
- Implemented React Hooks for internal state management, designing an event-driven state management system to eliminate the need for prop-drilling and binding functions, resulting in a more efficient solution.

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- Utilized a custom Webpack configuration to utilize hot-module-reloading, providing a more seamless development/debugging experience, and also providing deployment benefits of efficient bundling, minifying and uglifying of source code.
- Incorporated Jest testing framework to comply with TDD, testing at both the unit and component level within the application, for smoother integration of new development features which efficiently verifies if new implementations with the established are free of unwanted side effects.
- Utilized CodeMirror to build a visual text editor that aids developers in entering code with the application, allowing for a more intuitive IDE experience.
- Utilized introspection to collect user schema and rendered visual representation using Treebeard, allowing users to simply click different nodes within the generated tree to automatically build GraphQL queries within the input.
- Maintained Scrum Agile methodology throughout production, including consistent and continual cooperation between fellow developers, a sprint backlog, and daily scrum meetings.
- Application developed under tech accelerator OS Labs (opensource labs.io).

OTHER EXPERIENCES

Dundercard (___card) | Festival Event Playlist Generator

- Implemented container pattern in React to create reusable components that utilized the flux paradigm, maximizing maintainability and modularity by separating stateful and presentational components and enforcing a one-way data flow.
- Utilized Express to handle complex routing and server side business logic while maintaining backend modularity, providing easily
- testable side-effect-free functions while interacting with multiple third-party APIs synchronously.

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- Applied OAuth 2.00 to create a secure environment for users to authenticate themselves via Spotify while being able to generate playlists depending on selected events in GUI.
- Customized Webpack to bundle all dependencies, allowing for a responsive development process with live-reloading - optimizing load times through minification and uglification of code

Yik Yak | Feature-rich web chat application

- Integrated web sockets to allow for seamless interaction between users using real-time communication to the server, eliminating the need for sending HTTP/2 requests.
- Implemented SQL database to have relational data stored and accessible to be fully ACID compliant with strict schemas, facilitating concurrent connections for all active users.
- Integrated Redux to track and update state as necessary and to re-render individual components when appropriate, effectively making the application more modular while optimizing performance.
- Applied encryption via bcrypt to incorporate password-hashing that's adaptive while also having a salt, protecting against both
- rainbow table and brute force attacks and alongside j wt using public and private keys to securely store and transfer user data within the SQL database.

RECENT TALKS

Tech Talk - Security and Encryption | Sponsored by Single Sprout and Codesmith
Education

Rochester Institute of Technology | Bachelor in Fine Arts - 3D Digital Graphics,
August 2008 - April 2013

Codesmith | Advanced Software Engineering Residency

Certified Ophthalmic Assistant | JCAHPO Education and Research Foundation Inc.,
2016-2020

Certified Solution Engineer of WalkMe | Sept. 2021 - Present

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PERSONAL INTERESTS

Board game enthusiast, Love day trips and fitness, Hiking, Game design