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74000 Annecy
France

Skills

CORE

node.js ★★★★★
automated testing ★★★★★
continuous delivery ★★★★★
REST APIs ★★★★★

CLOUD

Google Cloud ★★★★★
Kubernetes ★★★★★
Docker ★★★★★
Serverless ★★★★★
Firebase ★★★★★

LEADERSHIP

Architecture ★★★★★
Team Lead ★★★★★
Agile ★★★★★

OTHER

Java ★★★★★
C# ★★★★★
C++ ★★★★★
Linux ★★★★★

LANGUAGE

English (native) ★★★★★
French ★★★★★

Cody Zuschlag

🌐 codyzu.github.io
✍️ medium.com/@codyzus

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🔗 github.com/codyzu

A node.js expert and cloud architect specializing in back-end services including REST API's, micro-service architecture, and relational and NoSQL databases. I am a highly motivated, hard working, professional engineer with a passion for technology and evangelizing open source, node.js and cloud computing.



Career Summary

| | |
|---|----------------|
| LEAD DEVELOPER Hubware, Paris (via remote), France | 2017 - Present |
| SENIOR SOFTWARE ENGINEER II Axway, Annecy-le-Vieux, France | 2013 - 2017 |
| SOLUTION DEVELOPER BeauTec, Epagny, France | 2011 - 2013 |
| SENIOR FIRMWARE ENGINEER Hamilton Company, Reno, Nevada, U.S.A. | 2009 - 2011 |
| FIRMWARE ENGINEER International Game Technology, Reno, Nevada, U.S.A. | 2007 - 2008 |



Education

| | |
|--|------|
| Bachelor of Science in Software Engineering Technology Top of class with honors and multiple awards for academic excellence OREGON INSTITUTE OF TECHNOLOGY Klamath Falls, Oregon, U.S.A. | 2007 |
| Bachelor of Science in Computer Engineering Technology Top of class with honors and multiple awards for academic excellence OREGON INSTITUTE OF TECHNOLOGY Klamath Falls, Oregon, U.S.A. | 2007 |



Professional Development

Attended nodeconf.eu 2017, Kilkenny, Ireland
Attended dotJS 2016 and dotJS 2015, Paris, France
Attended Mix-IT 2016, Lyon, France
Presented hapijs trainings in Axway (Annecy and Paris, France)
Contributing member of the hoodie project



Professional Experience

LEAD DEVELOPER

HUBWARE, Paris (via remote), France, June 2017 – present

Professional digital assistants leveraging AI delivered as SaaS

Led product architecture including researching solutions and planning and implementing new features.

Led development team with responsibilities including backlog grooming, story writing, iteration planning (scrum master), code-reviews and enforcing best practices.

Developed node.js back-end service delivered in a docker images, deployed to Google Kubernetes Engine.

Built services on top of several Google Cloud Services, including Cloud Functions (serverless deployments), PubSub, and Firebase Realtime Database (shared between frontend and backend).

Developed continuous delivery pipeline, including multi-tier test strategy and test coverage statistics.

Authored technical articles on medium.com and evangelized our services.

Worked 100% remote, using Slack + Google Hangouts (with video) for team communication.

SENIOR SOFTWARE ENGINEER II

AXWAY, Annecy-le-Vieux, France, June 2013 – 2017

Market leader in software and services that govern the flow of data

Developed node.js back-end micro-services delivered in docker images for cloud deployment (Kanban methodology).

Developed gen. 2 Appcelerator Arrow MbaaS framework.

Implemented instant deployment into build pipeline to allowing instantaneous deployments of entire solution.

Presented and facilitated workshops to train employees to use new node.js technologies (including migrating services from express to hapi).

Developed and tested user stories for a large scale OSGi and MongoDB based web application written in Java, JavaScript (backbone and jQuery), HTML5, and CSS (less) (using Agile Scrum methodology).

Architected a performance testing and monitoring solution and led a team of developers during implementation.

SOLUTION DEVELOPER

BEAUTEC, Epagny, France, March 2011 – February 2013

Developer and vendor of integration software and solutions, specializing in the petroleum refinement industry

Developed modular integration software based on .NET technologies (C#, ASP.NET, ADO.NET, and SQL Server).

Interfaced to business logic implemented in PL/SQL (Oracle DB).

Developed ADO.NET interfaces to 3rd party libraries (SAP, OPC, SciForma, and OSIsoft Pi System) that were consumed in a modular integration solution.

Developed custom integration solutions in Java and ported applications to iOS (Objective-C).

Implementation of work process improvements including continuous integration, distributed source control, and style guides.

SENIOR FIRMWARE ENGINEER

HAMILTON COMPANY, Reno, Nevada, U.S.A., January 2009 – February 2011

Designer, developer, and manufacturer of precision liquid handling robotics (laboratory & manufacturing instruments)

Developed firmware in C++ for ARM based microprocessors with an emphasis on precision motion control and stepper motors.

Developed firmware that interfaced to memory mapped I/O devices.

Developed C# libraries for interfacing to low-level functions using RPC calls over various transports (TCP/IP, CAN, LIN, SPI, I2C, and RS-232).

Developed embedded controller using Windows Compact Embedded including device drivers (C++ and C), API libraries (C# using managed to unmanaged interops), Board Support Package (C++ and C), applications (C#).

Authored ISO 9001 documentation including requirements, design, and validation documents.

FIRMWARE ENGINEER

INTERNATIONAL GAMING TECHNOLOGY, Reno, Nevada, U.S.A., July 2007 – November 2008

Word leader in in gaming and lottery systems

Developed firmware for USB controlled peripherals (C and Assembly) using motion control and PWM algorithms.

Designed and implemented a networking protocol for a multi-player “community play” game (C++).

Game development using an internally developed game engine (C++) running on top of QNX operating system.

Authored technical documentation.

Developed and maintained testing tools (C#).