# Adelyn Flowers

*Software Engineer*

✉ adelyn.flowers@gmail.com  📞 (850) 797-1057  📍 Raleigh, NC  💼 adelyn-flowers

🔗 adelynflowers.dev  ○ adelynflowers

## SKILLS

| Programming Languages | Databases | Technologies |
|---|---|---|
| Python, C++, Java, Javascript/Typescript | PostgreSQL, SQLite, DynamoDB | AWS, Azure, Terraform, Spring Boot, Airflow, Spark |

## PROFESSIONAL EXPERIENCE

**Software Engineer**  
*SAS Institute*  
Jan 2024 – present  
Cary, NC

- Helmed migration of legacy applications from Java 8/JBoss to containerized Java 21 Spring Boot Applications, greatly reducing costs and enabling modern security functionality
- Led org-wide adoption of Terraform and IaC, streamlining the deployment process and reducing the time from commit to release

**Software Engineer**  
*Xperi TiVo*  
Sep 2022 – present  
Durham, NC

- Increased cumulative product performance by 28% across select customers by writing a Flask application that monitored view and conversion data, automatically detecting performance issues and improvement opportunities
- Reduced average ticket response time 30 minutes by creating a Qt app that aggregated and simplified internal API usage for customer-facing team
- Boosted Data Scientist productivity by creating Python packages and tools that streamlined interactions with AWS EMR and Spark

**Research Assistant**  
*CSU - Sacramento*  
Aug 2020 – Sep 2022  
Sacramento, CA

- Designed and implemented a programmatic model of citrus disease in C++ to determine optimal human intervention efforts, resulting in the potential to minimize disease spread
- Disseminated policy recommendations by creating web applications with Javascript that allowed farmers to project their earnings under different interventions
- Reduced distributed computing overhead for teammates by writing a Python CLI tool to manage and submit jobs to IBM cloud compute clusters

**Software Engineering Intern**  
*Quandary Escape Rooms*  
Jun 2016 – Jan 2020  
Roseville, CA

- Developed microcontroller software in C++ and desktop applications in Javascript/Electron that served as the core of the escape room experience
- Increased employee productivity by 33% by creating game management software in C# that allowed employees to monitor multiple games simultaneously

## EDUCATION

**B.S. Software Engineering**  
*Brigham Young University - Idaho*  
Sep 2016 – Dec 2019  
Rexburg, ID

**M.A. Economics**  
*California State University - Sacramento*  
Aug 2020 – May 2022  
Sacramento, CA