

# Adam Edwards

## Software Engineer

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### SUMMARY

Performance-driven and team-oriented professional with a passion for developing quality software and leading innovative product teams. A solution-focused individual who strives to work with business partners to deliver meaningful customer experiences. Strong organizational and management skills allow for delivering powerful results ahead of schedule.

### EXPERIENCE

#### THE WALT DISNEY COMPANY, Sr. Software Engineer

FEBRUARY 2022- CURRENT

Sr. Software Engineer leading frontend architecture and internal tooling for Disney Streaming Services (Disney+, Hulu, ESPN+). Migrated legacy React apps to Next.js, introduced CI/CD practices, and built extensible admin platforms.

- Led Next.js migration of customer support tool, increasing team velocity by 16x (from 3 to 48 changes/week)
- Built 'Bring Your Own UI' admin platform serving all Growth Engineering teams
- Developed MCP aggregator enabling AI agent integrations across the organization
- Introduced Playwright E2E testing and Continuous Deployment via Spinnaker
- Architected monorepo using TurboRepo, pnpm, and Vite; extracted shared component library
- Increased code coverage from 23% to 95% across multiple applications

#### SKILLS

TypeScript, React, Next.js, Node.js, Playwright, Vitest, Docker, Kubernetes, AWS, Spinnaker, Datadog, Material UI

#### MUTABLE, Principal Software Engineer

SEPTEMBER 2021 - FEBRUARY 2022

Principal Engineer leading application modernization at an edge computing startup. Oversaw API redesign and frontend architecture.

- Led Next.js/TypeScript rewrite of platform with TDD (Jest) and E2E testing (Cypress)
- Established monorepo architecture using Yarn Workspaces

### AREAS OF EXPERTISE

**React / Next.js** Re-wrote the Customer Support tool for Disney Streaming in Next.js

**Scala** Proficient with the Scala language, functional programming, BDD testing, asynchronous programming.

**Java** Strong understanding of Object-Oriented paradigms, and application of Design Patterns.

**Spring Framework** Strong Spring MVC background, and very comfortable with Spring Framework. Proficient with Spring Boot, Security, Data, DI, Batch.

### SKILLS

React JS, Next.js, Node JS, JavaScript, TypeScript, Jest, Vitest, Vite, Testing-Library, Express, Material UI, Tailwind CSS, ShadCN, Playwright, GraphQL, REST, Java, Scala, Kotlin, Spring MVC, Spring Boot, JUnit, Kotlin-Test, ScalaTest, ScalaMock, Play Framework, Lombok, Doobie, Python, FastAPI, Swagger, Cats, ZIO, Jenkins, Continuous Integration (CI), Continuous Delivery (CD), Docker, Kubernetes, Spinnaker, AWS, Vercel, GCP, Azure, GitHub, Git, Jira, Okta, SSO, Microservices,

- Managed stakeholder relationships with partners (GCI, Cable Labs, T-Mobile 5G Open Innovation Lab)

#### SKILLS

TypeScript, React, Next.js, Node.js, Go, Docker, Jest, Cypress

Integration Testing, Unit Testing, E2E (End-to-End) Testing, CRUD, PostgreSQL, SQL, MongoDB, ElasticSearch, TurboRepo, Monorepo, Test Driven Development (TDD), Behavior Driven Development (BDD), Datadog, PagerDuty

## **RALLY HEALTH, Software Engineer II**

SEPTEMBER 2018 - SEPTEMBER 2021

Software Engineer II progressing to Tech Lead on health incentives and rewards platform. Built greenfield microservices and led infrastructure modernization.

- Completed greenfield MVP of user rewards platform in 4 months using Scala and Play Framework
- Architected reactive microservices with Kafka Streams and KTables for event processing
- Led Kubernetes migration from Mesos/Marathon, establishing CI/CD pipelines
- Built progression-recommendation engine with personalized health goal adjustments
- Designed admin tools for fitness class management with WebDriver IO E2E testing
- Integrated with Kong API Gateway and Recurly payments platform

#### SKILLS

Scala, Kafka, Play Framework, PostgreSQL, RabbitMQ, Docker, Kubernetes, AWS, Jenkins

## **PANDERA LABS, Sr. Software Engineer**

APRIL 2017 - AUGUST 2018

Sr. Software Engineer and Lead DevOps Engineer for sales reporting platform. Led codebase modernization and cloud infrastructure.

- Converted legacy Java Spring Boot application to Kotlin
- Architected blue/green database deployments for zero-downtime ETL processing
- Implemented CI/CD pipelines on CircleCI with multi-environment deployments (dev/staging/prod)
- Built AWS Lambda serverless functions and orchestrated infrastructure with Terraform
- Designed Spring Batch jobs for ETL, scheduled reports, and third-party vendor integrations

#### SKILLS

Java, Kotlin, Spring Boot, Spring Batch, PostgreSQL, React, Redux, AWS, Docker, CircleCI, Terraform

## **UPTAKE TECHNOLOGIES, INC, Software Engineer**

OCTOBER 2016 - FEBRUARY 2017

Full-stack Software Engineer on IoT analytics platform. Built real-time

notification systems and frontend architecture.

- Built Notifications API with configurable multi-variable rules for real-time alerting
- Created 'Channel-Joiner' API for Rules Engine to process multi-variate IoT events
- Introduced Protractor E2E testing for frontend isolation testing
- Established frontend best practices improving code consistency and performance
- Developed dynamic navigation components with runtime route inheritance

#### SKILLS

Java, Spring Boot, AngularJS, Node.js, Hibernate, Selenium, Docker, Jenkins, Gulp, Gradle

### **BANK OF AMERICA / MERRILL LYNCH, Software Engineer**

SEPTEMBER 2014 - FEBRUARY 2016

Software Engineer on greenfield Micro-Foreign-Exchange platform for Global FX team. Built trading application and admin tools.

- Developed greenfield 'CashPro Flow' platform for micro-FX transactions under \$1M
- Built RESTful API serving trading and administrative applications
- Created AngularJS admin tool with Angular-UI Router and Restangular
- Enforced 100% code coverage on Java and JavaScript with full E2E test coverage
- Implemented BDD testing with Selenium, JBehave, and DBUnit

#### SKILLS

Java, Scala, Spring Boot, AngularJS, Node.js, Maven, Grunt, Karma, Protractor, Selenium, JBehave

### **EDUCATION**

#### **NYU Tandon School of Engineering, NY— Bachelor's of Science (BS)**

SEPTEMBER 2008 - MAY 2012

Bachelor of Science in Integrated Digital Media from New York University's Tandon School of Engineering.

- Modeled, rigged, and animated several 3D animations
- Developed a tower defense game in Unity
- President of the Poly Anime Society (PAS)
- Hosted an anime convention (SpringFest) that welcomed over 2,000 attendees