

# CLAYTON SULBY

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## PLATFORM AND APPLICATION ENGINEER

SOFTWARE DEVELOPMENT LIFECYCLE | PRODUCT ENGINEERING | DATA-BACKED ARCHITECTURE | CLOUD-BASED MICROSERVICES

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### PROFESSIONAL PROFILE

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Product-minded software engineer whose passion for coding and innovation drives the development of user-focused technology solutions. Entrepreneurial professional with the innate ability to visualize complex systems while leveraging extreme attention to detail to excel in high-level ideation and meticulous execution. Intrinsically motivated technologist who designs solutions that exceed expectations while creating a meaningful impact for the end user.

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### AREAS OF EXPERTISE

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- Software Development Lifecycle
- Product Engineering
- Proof of Concepts, MVPs
- Application Scaling, Automation
- Mobile Development, Optimization
- Data-Driven Platforms and Applications
- Performance Monitoring, Optimization
- Dashboard Development
- Digital Transformation, Migration
- Solutions Engineering

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### CAREER HISTORY

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#### VANGUARD | MALVERN, PA

##### APPLICATION ENGINEER II

2021 – PRESENT

- Re-platform applications to AWS technology, refactoring monolithic code into cloud microservices architecture.
  - Transition legacy systems to current, cloud-based ETL-style data streams, including RDS and Dynamo DB.
  - Served as a go-to resource for system reliability, stability, and troubleshooting in a 24/7 environment.
  - Mentor a team of three developers spearheading the refactoring of seven critical application interfaces.
  - Utilize JIRA and Confluence to manage Agile development workflows and traditional Scrum processes.
- Streamline backend infrastructure and improve application performance via AWS Lambdas and CI/CD processes, including AppSync, CloudWatch, and Splunk with Bamboo for resource management and provisioning.
  - Reduced data display time by 350% by integrating UI caching and future-based logic to boost responsiveness.
  - Enhanced data retrieval performance by nearly 8x, debugging shared code retrieval, optimizing data access, and implementing concurrent batch queries with exponential backoff retry code.
- Revamped the Portfolio Manager Workbook tool to streamline functionality and improve usability across a globally utilized applications supporting all trade and investment functions across \$5T AUM portfolios.
  - Develop a new mobile AWS-backed Java tool for efficient trading, including user interfaces and API-based dashboards for real-time data display, reporting, and financial insights.
  - Drive development, testing, and release of a global enterprise tool enabling core revenue-generating activity.

#### DIVINE SPARK COACHING LLC | FULLY REMOTE

##### IOS ENGINEER, APPLICATION DEVELOPER

2020 – 2022

- Pioneered the development of an innovative mobile application aimed at gamifying the journaling experience.
  - Crafted an MVP from conceptualization to execution, including content curation and cloud deployment.
  - Refined the UI/UX through five client design iterations and one seven-user beta testing round.
  - Utilized Swift UI for feature development and adopted NoSQL Firebase and MVVM architecture for iOS 14.
  - Deployed Google Cloud Platform APIs to curate and distribute 700 video, audio, and image content files.
- Oversaw the product development lifecycle, working autonomously to steer creative design and product engineering while collaborating directly with contractors, beta testers, and other specialists.

#### APPLE DEVELOPER PROGRAM | PHILADELPHIA, PA

**IOS ENGINEER**

- Conceptualized and created multiple iOS and iPad OS applications through App Store Connect, maintaining 300+ active users through Retro Joy and garnering five-star reviews across multiple applications.
  - Released open-source APIs using Swift 5, SwiftUI, and Combine Frameworks; maintained publicly on GitHub.

**APPLICATIONS INCLUDE**

- **Dogg.io:** Gamified the dog walking experience for user engagement and enjoyment with geo-spatial features.
- **Pinky Pink:** Utilized Computer Vision to develop a specialized color extraction tool.
- **ShakyShake:** An entertainment app generating Shakespearean insults tied to authentic source material.
- **IndubiTUBEly:** A front end alternative to YouTube leveraging APIs to skip ads and sponsored segments.
- **Retro Joy:** Track progress in old-school video games utilizing Swift APIs, Combine, and Async/Await code.
- **Divine Spark ATM:** Multi-media supplication to commission and contact hosting for live coaching events.

**ANAPTYX | FULLY REMOTE****DATA ANALYST****SPRING 2021**

- Researched innovative uses of the client's information system to create valuable data streams, Microsoft PowerBI dashboards, and analytics services as the first employee of this legal tech start-up.

**BOEING | RIDLEY PARK, PA****SOFTWARE DEVELOPER INTERN****SUMMER****2020**

- Programmed 6 SQL/T-SQL queries and built Maven integrations using backend Camel automations for DataStage job creation while supporting four IT teams representing eight clients across three countries.

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**EDUCATION AND CERTIFICATIONS**


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**PENNSYLVANIA STATE UNIVERSITY**

Bachelor of Science in Computer Engineering (2021)

**CERTIFICATIONS**

Certifications: AWS Cloud Practitioner

**TECHNICAL COMPETENCIES****Languages:** Java, Swift, Python, C, C++, Bash Scripting, MySQL

**Applications and Open Source:** iOS Development, iPad Development, SwiftUI, UIKit, Combine, MapKit, Vision, AVFoundation, AVKit, Core Data, Core Motion, Core Bluetooth, Testflight, App Store Connect, Xcode, Ildb, Cocoa Pods, Swift Package Manager, JSON, Google Firebase, Google Cloud Storage, Firestore, Google Authentication, Firebase SwiftUI, Version Control Software, Git, Github, Gitlab, AWS, S3, AppSync, CloudFormation, SQS, Amazon Polly, Splunk, Atlassian Bamboo CI/CD, Spring Tool Suite, Eclipse, RCP Framework, OSGi, Jira

**Technical Concepts:** Agile Software Development, Scrum, Kanban, Unit Tests, Design Patterns, Model View View Model, Model View Controller, Dependency Injection, Inversion of Control, Backend for Frontend, Test Drive Development, Junit, Mockito