

Neil N. Toledo

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EDUCATION

University of California, Berkeley | Berkeley, CA | Aug 2015 – May 2019

B.S. in Electrical Engineering and Computer Science (EECS)

PROFESSIONAL EXPERIENCE

[Skilljar](#) | **Software Development Engineer 3** | 2020 - Present |

- Software Engineer working at Skilljar, a SaaS LMS Platform, developing both new internal and customer facing features/tools through my time on multiple feature teams and on the platform team.
- As a developer on the Feature Team, contributed and/or was Technical Lead for high-value, large customer impact features including but not limited to Flexible Lesson Layouts and Modular Catalog Pages, both of which replaced our LMS service's default lesson and catalog pages types.
- As a developer on the Platform Team, helped maintain and contribute to our AWS and Kafka powered services including but not limited to our data export Data Connector feature and our Analytics Dashboard, Features and Services.
- Worked extensively with Python, Django/DRF, PostgreSQL, Javascript, Vue, Kafka, Heroku and AWS

[Zume, Inc.](#) | **Software Engineer - DevOps/Infrastructure || Site Reliability Engineer** | 2019 - 2020 |

- Worked extensively with Google Kubernetes/GCP, Datadog and Helm Charts
- Wrote scripts to automate setup and deployment of infrastructural and application monitoring using a combination of Python and Bash scripts.

[Infinite Uptime](#) | **Data Science/Software Intern** | Summer 2018 |

- Developed a responsive data visualization app for monitoring movement and conditions of manufacturing presses and machines using Python, Flask, and the Bokeh library.
- Data visualization app was deployed using Docker, Google Compute Engine and Kubernetes.
- Developed Flask API that invokes a Google Compute Engine VM instance to run Google Big Table data migration jobs that automatically shutdown afterwards to minimize VM uptime and costs.

PERSONAL PROJECTS

[TempStoryOnline - Web Based 2D MMORPG](#)

Fall 2023 - Present

Solo Developer on TempStoryOnline, a 2D Sidescroller MMORPG, built using nodeJS/javascript.

- Playable through a web browser or installable through Electron.js packaging with auto-updates
- Online Server built using ExpressJS and hosted on Heroku
- Storage and Persistence using PostgreSQL, IndexedDB, and Redis
- Frontend User Interface using ReactJS and Zustand for state management
- Leverages Logtail and Sentry for Observability and Monitoring
- Custom Game Logic built with [bitECS](#) and [pixiJS](#), with real time networking over [socket.io](#) websockets

[Keel Helm3 Provider - Open Source Contribution](#)

Summer 2020

Added support for Helm v3 to [Keel.sh](#), an open source Kubernetes Operator that automates Helm and Application version updates. Upgraded Golang dependencies to work with both Helm v3 and Helm v2 and implemented new "Helm3 Provider" for the application source code.

[Portable CI/CD System](#)

Spring 2020

Developed a custom polling based CI/CD system with portability in mind. Intended to be deployed on Kubernetes using [Helmsman](#) and ConfigMaps for configuration. Includes separate pipelines for both Docker Images and Helm Charts while allocating code ownership appropriately between developers.

SKILLS

Technical Languages: Python, Javascript/NodeJS, Golang, Java, C, Bash Scripting

Additional Technologies: ReactJS, VueJS, HTML, CSS, Django, Flask, BokehJS, Jekyll, NumPy, Express.js, PostgreSQL, Redis, Kafka, Heroku, AWS

Software/Tools: Google Compute Engine and Kubernetes, Docker, Helm, Datadog, Git/Github, Unity, Adobe Illustrator, Autodesk Maya, Fusion360

Languages: Fluent in English and Tagalog