

Caleb Cunningham

cbcunningham20@gmail.com | (303) 642-6805 | [linkedin.com/in/calebbbcunningham](https://www.linkedin.com/in/calebbbcunningham) | threehoolagins.github.io

EDUCATION

Oklahoma State University
B.S. In Computer Engineering | Minor in Computer Science

Stillwater, OK
August 2017 – May 2022

EXPERIENCE

Checkr

Denver, CO

Software Engineer II

February 2026 – July 2026

- Led a shadow-mode rollout of a lower-cost address data vendor (feature flags, rollbacks, Datadog) to 100% of eligible reports with no regressions; analysis of the results surfaced data-quality risks that reshaped the future of the rollout strategy.
- Deprecated legacy account-settings logic, reducing manual review volume by 68%.
- Upgraded a Rails microservice from Rails 6 (EOL) to 8.1 with zero downtime, resolving critical security vulnerabilities.

Angi

Remote, CO

Software Engineer

Apr 2025 – Jan 2026

- Collaborated with staff engineers on a company-wide transition from microservices to an event-driven modular monolith (modulith) architecture during RFC decision forums, helping design and implement a zero-downtime account data migration using Kafka event schemas and consumers.
- Delivered bug fixes and feature development across four tech stacks (Java/Spring Boot, legacy JCN apps, Scala, and Spring Boot with Kotlin) spanning several microservices.

Paycom

Oklahoma City, OK

Senior Fullstack Software Engineer

Oct 2022 – Apr 2025

- Led migration of a C# microservice from .NET Framework to .NET Standard for containerization, covering 300+ controllers/services and 1,000+ unit tests, turning previously failing tests into passing tests in the new re-architected state.
- Designed a new employee tutorial feature end to end: MySQL tables, containerized C# REST API, and Typescript/React.js views.
- Rebuilt the legacy employee website from Angular.js and PHP to React.js with Typescript and Redux, PHP and C#, for both desktop and mobile using our internal component library with loading and error-state handling.
- Mentored junior developers on code solutions and on hitting their personal metrics.
- Analyzed complex project specifications and broke them into well-scoped tasks to keep releases on time.
- Researched client-affecting bugs in depth and resolved them within an 8-hour SLA.
- Fixed 75+ customer-facing bugs and security vulnerabilities in the legacy system (PHP, Angular.js, HTML, CSS, JavaScript).
- Worked cross-functionally with product, QA and customer relations in Agile/Scrumban using Jira and Confluence
- Gave code presentations and reviewed code on GitLab.

Sift

Remote, US

Backend Software Engineer/ Software Engineering Intern

Jun 2021 – July 2022

- Architected a new Data Vault 2.0 data warehouse for the dispute management product using Snowflake and a GCP-hosted Apache Airflow ETL pipeline.
- Integrated HashiCorp Vault authentication into the Flyway process, removing plaintext secrets from data warehouse management.
- Built a weekly GDPR Right to Access / Right to Object pipeline with Python, Airflow and the Dropbox API, saving hours of engineer time each week and keeping Sift within GDPR SLAs.
- Restructured the churned-customer GDPR Airflow DAG, cutting average weekly runtime by 30%.

SKILLS & AWARDS

Frontend: React, Typescript, HTML, CSS, Javascript, Redux, Axios

Backend: C#, PHP, SQL, Python, Java, Ruby, .Net Core, Spring boot, Ruby on Rails

Infra: Snowflake, Apache Airflow, GCP

Awards: Most Innovative – 2025 Paycom Hackathon, Most Value to Clients – 2024 Paycom Hackathon

AI / Agentic Tools: Claude Code, Cursor, OpenCode, Granola

PROJECTS

Skin Set Builder

- Built a React + TypeScript app with loading and error states that fetches champion skin data from Riot's Data Dragon API and lets users assemble 5-role skin sets by dragging skins into role slots in a responsive layout.