

Blake HOWELL

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PROFILE

Mid-level backend engineer experienced in large-scale, correctness-critical payroll systems where accuracy, reliability, and maintainability are essential. Strengths include complex business logic, backend modernisation, performance-conscious development, and production support.

EXPERIENCE

SOFTWARE ENGINEER at *Paycom*.

August 2023–Current

- ◇ Backend developer and code owner for Paycom's payroll engine, a C#/.NET, MySQL, and RabbitMQ system that processes millions of payroll calculations each day.
- ◇ Contributed significantly to migrating the payroll engine from FoxPro to C#/.NET while supporting ongoing compliance updates and production changes.
- ◇ Developed and maintained payroll calculation logic, improving runtime validation, monitoring, and production reliability.

SYSTEMS ENGINEER at *Search Pros Staffing*.

June 2022–December 2022

- ◇ Supported Boeing as a contractor, reviewing engineering documentation and producing wiring diagrams for military aircraft systems.

EDUCATION

University of Oklahoma

May 2023

B.S. Computer Engineering

Relevant coursework: Data Structures, Computer Hardware Design, Computer Architecture, Electronics Laboratory

SKILLS

- Backend systems and complex business logic
- Object-oriented and functional programming
- C#/.NET, Java, Python, JavaScript, C++, Lua, MATLAB
- MySQL, RabbitMQ, monitoring, validation
- System modernisation and production support
- Linux, virtual machines, Agile collaboration

SELECTED PROJECT

TTRPG BATTLE TRACKER

Personal project, in progress

- ◇ Building a server-rendered tabletop RPG battle tracker in Rust using Axum, Askama, HTMX, SQLx, and SQLite.
- ◇ Implemented stat block and combat workflows including copy-on-write edits, initiative order, HP updates, spell slot tracking, and persistent encounter state.

ACTIVITIES

Outside work, I continue building my software engineering skills through self-study and personal projects focused on backend systems, Linux, and developer tooling. I regularly explore Linux environments such as NixOS and Arch, with a particular interest in system configuration and the way it shapes developer workflows. I also spend time refining local tooling and workflows to make day-to-day development more repeatable and efficient.