

Ryan Parman

Cloud-native engineer with a focus on reliability, scalability, and security for the modern web.

With over 20 years experience across software development, site reliability engineering, and security, Ryan enjoys a blend of strategic and tactical problem-solving, from macro to micro scale. Most interested in deployments and infrastructure, developer tooling, automation, discovering better ways to solve problems, and managing development teams/projects.

Summary

Professional Blurp

Ryan Parman is a cloud-native engineer with a focus on reliability, scalability, and security for the modern web. As an engineering problem-solver with over 20 years of experience across software development, site reliability engineering, and security, he understands how to listen, learn, adapt, and improve. He was a founding member of the AWS SDK team; patented multifactor-authentication-as-a-service at WePay; helped define the CI, CD, and SRE disciplines at McGraw-Hill Education; came up with the idea of "serverless, event-driven, responsive functions in the cloud" while at Amazon Web Services in 2010 (AWS Lambda); and much, much more. Ryan's aptly-named blog, *Flailing Wildly*, is where he writes about ideas longer than 280 characters. Ambivert. Curious. Not a coffee drinker.

If we were having coffee...

I have been building things for the web since 1998. I've lived through the browser wars (both of them), I've worked on multiple high-profile projects, and have maintained server clusters powering hundreds of millions of dollars-worth of transactions. I have experience with startups, not-so-startups, Fortune 500s, and heavily-used open-source projects. I have lots of experience working across large (sometimes distributed) teams, to get projects completed.

I have experience taking the long-view on things that people might not understand today. I understand that "perfect" is the enemy of "done", but conversely that "we must not ship crap." I understand that the "minimum viable product" version of a motorcycle isn't the chrome wheels or a nice chassis, but a tricycle. I understand that it's easy to ship something, but hard to maintain it. You need diligence, focus, patience, and lots of really good documentation to be successful.

I understand that we all rise and fall together, so I place emphasis on tearing down walls between departments or divisions so that we can work better together. My experience spans across UX, development, operations, security, and documentation — as an individual contributor, an engineering manager, and a technical/thought leader.

I excel in teams that care about the customer or end-user, and want to make things better tomorrow than they are today. I excel in teams where I am given the latitude to make decisions, and work across teams to deliver the best possible customer experience. Let's work together to create something amazing!

Technical Skills and Software

While my experience and personal technical interests are broad, the following list is focused more on my interest in DevTools, DevOps, and SRE roles. I would be happy to share additional experience for other areas upon request.

(Proficiency scale: Low, Med, High, Expert)

- **Operating Systems:** macOS (Expert), CentOS (High), Amazon Linux (High), Amazon Linux 2 (High), Windows (Med), Ubuntu (Med).
- **Standard Software Engineering Toolbox:** OOP fundamentals, dependency injection, polymorphism, performance, character encodings, Git, Linux, Makefiles, yum, brew, and other fundamentals (High); memorized algorithms (Low); memorized Big-O notation (Low).
- **Programming Languages:** *Modern* PHP (Expert), Bash (High), Browser JavaScript (High), Node.js JavaScript (High), Golang (Med), Python (Med), Ruby (Low). Interested in learning Swift.
- **Cloud Computing:** Google Cloud's core infrastructure services (not current), AWS (current; EC2, RDS, S3, CloudFront, SQS, SNS, IAM, STS, CloudWatch Monitoring, CloudWatch Logs + Insights, Lambda, ECS-on-EC2, ECR, API Gateway, Auto-scaling, CloudTrail, Elastic Transcoder, ElastiCache, Route 53, ELB/ALB, ACM, SSM, Parameter Store), AWS SDKs + CLI, Docker.
- **Provisioning:** Terraform (High), Terragrunt (Med), Packer (High), Ansible (Med).
- **API & Scalable System Design:** Understanding and designing highly-scalable, distributed systems for running web applications and web services. ReST-like web service API design. GraphQL (and N+1) implementations. Understand the difference between a true SOA [micro-service vs a "distributed monolith"](#).
- **Enterprise Services:** Artifactory, JIRA, Confluence, GitHub Enterprise, GitHub.com, Phabricator, Pingdom, New Relic, Datadog, Papertrail, Slack.
- **Databases & Key-Value/Document stores:** MySQL (Med), Redis (High), PostgreSQL (Low), Memcache (Low)
- **Metadata Formats:** RDFa, Dublin Core, FOAF, CommonTag, OpenSearch, Swagger/OpenAPI, JSON Schema, JSON, YAML, TOML, XML.

Work Experience & Notable Projects

[McGraw-Hill Education](#) — Seattle, WA

Engineering Manager, Site Reliability (October 2018—Present)

Owned, and was the key decision-maker for the [development of a core platform](#) of company-wide, reliability-oriented projects. With our development teams moving toward [Full-Cycle Development](#), our SRE team focused on solving more macro-oriented problems which affected more than 75 decentralized engineering teams across the company. These projects have empowered greater self-service for engineering teams, enabling them to move faster without having to reinvent the wheel.

Many of the following projects got their start in my work as an application engineer for MHE, and carried over into this role.

- **ECS-optimized Amazon Linux Base AMI** for all Amazon ECS applications. Modified the version vended by AWS to meet Level-2 CIS Guidelines for both Amazon Linux and Docker. Underwent deep collaboration with security, operations, and various business units to ensure strict compliance with requirements. Achieved high levels of opt-in adoption, which gave security and operations orgs higher levels of confidence in the product development teams.
- **Prism** which is an “executive dashboard” enabling significantly improved visibility into the security and operational configurations of our AWS accounts (several dozen). Enables visibility to Engineering Managers, Directors, VPs, and the CTO, while also providing clear instructions to app engineers about why the configuration is incorrect and what needs to be done to resolve the issue.
- **Monitoring-as-Code** which leverages Terraform and Python to streamline the process of generating and maintaining dashboards and monitors in Datadog and New Relic across a large, heterogeneous swath of applications. Trained development teams in adopting “full-cycle” development practices where the development team owns day-to-day operations of their services including deployments, support, and on-call rotations.
- Formed a leadership group to develop a more rigorous process for developing, patching, vending, and maintaining re-usable **Terraform modules** that are used by large numbers of product development teams across the company. Standardized their development, contribution, and usage guidelines, adopted an Apache-style “incubator” for developing new modules, and adopted a process for shipping LTS-style packages of modules.
- Took over engineering management responsibilities for the **Site Reliability** group in MHE’s Seattle office. Worked to integrate our office better with the larger, developing SRE practice across all offices. Joined the SRE leadership group to help guide and participate in the development of better processes around reliability, which we then worked with product development teams to adopt and apply.
- Rebooted our Seattle SRE **interview process**, with a much higher focus on identifying high-quality engineers with a 70/30 split between software engineering (Dev) and systems engineering (Ops), and who were more *leaders* than not. Integrated many ideas and *leadership principles* from my time

working at AWS. The previous approach was simply to re-brand IT and System Operations as “DevOps” despite having no “Dev” experience to speak of. Adopted a more integrated, [SRE-style](#) of working alongside development teams, and (mostly) ended the practice of dev teams “tossing things over the fence” to some Ops team in the parts of the org that the Seattle SRE team supported.

Staff Software Engineer (October 2016—October 2018)

Ryan led the development of multiple tier-1 services as part of the educational content authoring pipeline, leveraging REST, GraphQL, API design, AWS, Amazon ECS, Docker, Terraform, ePubs, and security best practices. Led the technical direction of the projects, socialized them, documented them, and provided ongoing guidance around their design and use.

- A member of the core team developing a newer approach to deploying applications, which leveraged continuous integration and continuous delivery. While many applications and processes were built around larger deployments occurring every few weeks, this team was charged with developing and defining newer processes which allowed deployments that were both more frequent, and more reliable.
- Introduced a more hands-on monitoring style, which enables development teams to be more actively engaged in their own operations instead of relying exclusively on an external, third-party vendor used by other groups in the company. This enabled us to provide significantly-lower MTTR during incidents, and by digging into application-level metrics (instead of exclusively infrastructure-level metrics), we were better able to provide valuable data which addressed KPIs/SLOs for the kinds of experiences our customers were having.
- A member of the core team that was migrating all new infrastructure to “Infrastructure-as-Code” tooling such as Terraform, Packer, etc. Identified patterns across applications, and began the effort to streamline infrastructure maintenance with shared, re-usable Terraform modules.

[Perimeter of Wisdom, LLC](#)

Co-Owner, CTO, Producer (February 2015—2018)

On the technical side, Ryan built the entire [The First-Time Offender’s Guide to Freedom](#) website, soup to nuts. Ryan also produced the eBook, authored by E. M. Baird.

- Leveraged modern tools to build the front-end, including Bootstrap, LESS, JavaScript, Gulp.js, npm, Bower. Ryan built the back-end in PHP 5.6, using HHVM and Nginx, MySQL, Redis, Slim Framework, Monolog, Pimple, Twig, Guzzle, Doctrine, Phinx, and Symfony components. Ryan deployed the application using Ansible, and developed the application in a Vagrant environment running Ubuntu.
- Runs the unit, integration and functional tests using PHPUnit, Behat, Mink, and Selenium. Ryan leverages Amazon SES for sending email, Amazon S3 for static file storage, Stripe for payment processing, Linode for web hosting, MaxMind IP-based geolocation, and Google Books and Dropbox for ensuring that customers always have the latest errata fixes.

WePay — Redwood City, CA

DevOps Engineer (April 2015—September 2016)

- Improved how WePay provisioned cloud infrastructure, deployed updates, managed security patches, monitored applications and infrastructure, and streamlined the process of planning, developing, deploying and maintaining new micro-services throughout the company.
- Led the cross-company effort to upgrade the monolithic application's software stack from PHP 5.4 to PHP 5.6. This required cross-team collaboration across all of the major engineering teams, QA, and replacing over 200 servers across multiple environments with zero customer-facing downtime.
- Maintainer of multiple tier-1 systems including Artifactory, GitHub Enterprise, Toran Proxy and Phabricator.

Senior API Engineer (April 2014—April 2015)

- Developed new API endpoints to help expand WePay's business and support its partners.
- Was instrumental in designing/developing WePay's MFA-as-a-Service offering (["System and Methods for User Authentication across Multiple Domains"](#) (US15042104; Pending)).
- Heavily involved in the security of WePay's products, coordinating fixes with teams against other priorities, and fixing the issues himself in many cases.

Amazon — Seattle, WA

Web Development Engineer II, Amazon Web Services (March 2010—April 2014)

- Adapted CloudFusion into the [AWS SDK for PHP](#) — AWS's SDK for rapidly building cloud-based web applications (launched September 2010). Invested heavily in supporting the needs of developers by taking the time to listen and understand the needs of developers, and is involved in PHP-related industry groups on behalf of AWS.
- Worked with the [AWS Elastic Beanstalk](#) team to provide PHP support for the platform (launched March 2012). In addition to working with the PHP community to determine the configuration for a PHP container that would fit the greatest number of developers, he developed a rigorous internal test suite for testing containers which has been used as the basis for testing by other language-specific teams. He also had early input on adding support for `git push` deployments.
- Heavily involved in the creation and development of the [AWS SDK for PHP 2](#), which takes into account the numerous changes in the PHP language and community since Tarzan/CloudFusion was first written in 2005 (launched November 2012).
- Worked with the AWS Design team on the [AWS Management Console](#), where he lends his experience

as a web developer and software engineer to bridge the gap between the design and engineering disciplines in an effort to build a high-quality, robust, user-friendly console for interacting with Amazon Web Services.

[CloudFusion](#) (née Tarzan) — Open-Source Project

Creator and Developer (Early 2005—March 2010)

- CloudFusion is a fast, powerful PHP toolkit for building awesome, cloud-based web applications in a fraction of the time! Design decisions are made in the best interests of performance, ease of use, and overall usability. Goals are to provide a high-performance developer toolkit for leveraging Amazon's cloud infrastructure, to grow the community and, and to build useful user-centric apps based on the toolkit.

[Rearden Commerce](#) — Foster City, CA

Senior User Experience Developer (July 2008—March 2010)

- Supported the user experience team, Java developers, and widget development teams. This involved prototyping new features, integration of those new features, migrating JavaScript code from older frameworks to YUI, and educating other teams on the value of high-quality front-end code — all while placing a huge emphasis on writing front-end code with better performance, faster load times, and improved accessibility across the board.

[WarpShare](#) — Morgan Hill, CA

Co-Founder and Chief Information Officer (September 2006—March 2010)

WarpShare was working to bridge the gap between digital piracy and the economics of the RIAA/MPAA industry groups.

- We developed a P2P protocol that was more efficient than BitTorrent called CleerPeer (["Hive-based Peer-to-Peer Network"](#) (US8103870B2)).
- We designed and began development on a [social network focused around digital media](#), and "gamification" around tagging and improving content (over automated data sources).
- We attempted a business model where users could support/sponsor content by interacting with advertising that designed to be a part of the media experience, instead of interrupting your media experience (similar to Apple's iAd platform, which came later). We likened this to people who looked forward to seeing the latest "I'm a Mac" ad that was popular at the time.
- By interacting/engaging with the content-targeted advertising, advertisers would *sponsor* the download, paying the 99¢ per song that we would hold in escrow (this was similar to, but not the same as, the failed business model for [Readability](#), which came later). One of the key differences between WarpShare and Readability's business model was that although both services were designed to collect

money on behalf of the copyright owner, Readability intended to keep any forfeiture due to the lack of a deal, WarpShare's plan (not vetted by a lawyer) was to give the money away to charity.

- Failed because: team was too small; team lacked the required expertise in advertising; funding dried up as the US entered the *credit crisis* from 2007–2009; tried to do too much up-front; early mistakes spending money on *starting a company* instead of developing a consumer product.

SimplePie — Open-Source Project

Creator and Co-Developer (July 2004—October 2009), contributor (ongoing)

- Ryan is the creator, evangelist, and co-developer of the SimplePie project — a PHP library that enables web developers to simply and easily integrate news feeds into their websites and web applications.
- After recruiting additional development resources in June 2005, Ryan began to shift from a primarily development-focused role to a primarily people-focused role, where he currently works to ensure that people are aware of, and can easily use SimplePie through support, documentation, tutorials, plugins, and evangelism.

Self-Employed

Consulting and development services (2007—2009)

- As a freelance developer, Ryan leverages a deep understanding of best practices in front-end development, layout and design, information architecture, usability, accessibility, and web culture to provide value to clients. He provides guidance to people and teams about how to maintain best practices after the project ends.

Yahoo! — Sunnyvale, CA

Front-end Developer (Contract), Yahoo! Messenger (November 2007—January 2008)

- Ryan lead the front-end development of the Spring 2008 re-launch of the Yahoo! Messenger website. He collaborated with a core team of developers to provide increased usability, accessibility, organic search engine optimization (SEO), and simplified maintenance, resulting in exceptionally tuned performance for 29 locales.
- Ryan was involved in tuning the front-end stack for performance, where they employed semantically valid HTML/CSS, caching, gzipping, image spriting, code minification, and reduced HTTP requests, resulting in exceptional performance.

Stryker — San Jose, CA

User Interface Developer (May 2005—September 2006)

- Ryan was a core member of the team tasked with re-building the company intranet site around Oracle Portal. His time was spent writing and discussing functional and technical documentation, conducting usability interviews, and creating a fresh UI that employed user-centered design principles, web standards, and AJAX technologies.
- Ryan was also a member of the Endora Marketing Team, which was geared towards spreading information about the company's move to Oracle's ERP software. In that capacity, Ryan maintained the Endora website, wrote numerous articles for the monthly newsletter, interviewed project leads, and created fun little ERP-related polls to help drive interest in the project.
- Ryan worked with the eBusiness team to improve maintenance and development for the UI of the GlobalSource project. He also re-engineered the Stryker Endoscopy public site to follow modern web standards, and built a PHP-based templating system for the site that significantly sped up development.

Digital Impact — San Mateo, CA

Production Specialist (March 2004—April 2005)

- Ryan coordinated with Campaign Managers on email campaign integration, with responsibility for email content and change requests, and ensuring that the content format was consistent with client requirements. He performed the quality tracking and reporting of campaign integration-related metrics, and consulted and troubleshooted on text and HTML templates.
- Ryan maintained HTML code guidelines, provided optimal design and processing, and provided suggestions for strategic and process improvements. He also acted as syndication expert for the internal RSS development team.
- Ryan's client experience included Banana Republic, SBC (now AT&T), Hewlett Packard (HP), Sony Style, Lexus, MAC Make-up.

Truncated

Earlier experience is available upon request.

Recommendations

A full list of recommendations can be found on my [LinkedIn profile](#). Here are a few of my favorites.

Will Curran

Head of Developer Metrics and Insights, Google Cloud Platform

"Ryan is one of the most customer focused individuals I have worked with. He takes great pride in his work and is constantly evaluating how to improve the end user experience. He backs his opinions with customer feedback and data, and I often relied on Ryan to help me deliver a better experience to user, in a short period of time."

Brendan Dixon

Software Development Manager, formerly Amazon Web Services, Microsoft

"What I appreciate about Ryan is his obsession to detail and customers. Ryan refuses to let business politics to ever interfere with doing what is best for customers. He invests himself to discover the best solutions and then make them available. I wholly trust Ryan's evaluation of front-end engineers and Information Architecture. Ryan would make a solid contribution to any team requiring solid front-end skills blended with a deep customer concern."

Brian Thompson

Business Intelligence Development Lead

"Ryan has sort of become my informal mentor regarding my web development role within Amazon. He's passionate about what he does, he's extremely talented and his "can-do" approach to projects makes him valuable on any team he becomes a part of. Perhaps even more importantly than his direct contributions to a given role however is his steady presence in stress, the ability to absorb (and apply) new information and technology quickly and an unquestioned desire to see those around him succeed. I pride myself in my profession and look up to Ryan as a mentor, a colleague and a friend. Ryan Parman is an outstanding, well-rounded and positive leader who inspires confidence in those who appeal to him for technical help or simply solid advice. I hope Amazon never loses him for greener pastures."

Chuck Mortimore

Head of Security Products at Visa

"Ryan gets it done. Usually you don't even have to ask... it just gets done."

Adrien Cahen

Full-stack Javascript Engineer, Airbnb, formerly Yahoo!, Twitter

"Ryan is a rock star. Through his work on SimplePie, he has a healthy understanding of PHP and server-

side concerns. He is extremely proficient in all aspects of modern web development [...]. He is aware and respectful of standards-body recommendations, but he knows that in the end, user satisfaction (as opposed to developer comfort) is most important. [...] [Ryan managed] to go above and beyond the call of duty by proposing and implementing creative solutions to the hurdles that appeared along the way."

Brian Emmett

Software Engineering Manager, Google, formerly Apple, Netflix

"What has always impressed me about Ryan was his internal motivation for continual improvement. Whether it's creating software in his spare time or researching and implementing bleeding-edge UI techniques, I've always admired his drive. Coupled with a rich technical acumen and superior interpersonal skills, it was always a pleasure to work with him [...]."

Matthew Clower

Chief Software Architect, WePay

"Ryan has both an excellent technical perspective and the drive to fight for the common user. He has a very wide understanding of development's, web services', and online communities' concepts and finds the best way to accomplish the tasks at hand. The caliber of his work is a rarity among his field and he pulls knowledge and services from the most applicable sources while interfacing quickly, effectively, and concurrently with design, development, strategic, marketing, and executive teams."

Vada Dean

Principal at Dean & Associates

"Ryan is one of those rare people capable of tapping deep creative, technical, and operational proficiency. Capable of solving difficult problems while marshalling external/internal resources to deliver high quality results within budget and on-time. SimplePie provides a good example of Ryan's abilities. He cast the vision, recruited a partner, provided significant chunks of code, and evangelized the project across the Net."

Groups & Accomplishments

- Voting Representative for AWS, [PHP Framework Interoperability Group](#) (2012–2013)
- Member, [RSS Advisory Board](#) (2007—2009)
- Patent, [“Hive-based Peer-to-Peer Network”](#) (US8103870B2)
- Patent, [“System and Methods for User Authentication across Multiple Domains”](#) (US15042104; Pending)
- Student guest speaker for the 2004 Silicon Valley College graduation ceremony.

Education

[Carrington College California](#) (née Silicon Valley College) — San Jose, CA

- Bachelor of Arts, Design and Visualization, November 2003. 3.84 GPA
- Related Coursework: Web, graphic, multimedia, and publication design.