Thomas Campbell

DevOps Engineer, Software Engineer

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Education

George Mason University - Fairfax, VA   *Spring 2023*
    Major: B.S. Applied Computer Science Game Design
    Minor: Software Engineering

First Colonial High School - **Legal Studies Academy -** Virginia Beach, VA   *Graduated: June 14, 2018*
    High School Advanced Diploma - Legal Studies Advanced Diploma

Relevant Employment

DevOps Engineer - **INADEV**   *Dec 2022 - Present*
    Junior Devops Engineer at INADEV focusing on Governmental Projects. Working with cutting edge technologies such as **Kubernetes**, **Docker**, **Jenkins**, **AWS (S3, EKS, RDS, etc)**. Designed, Deployed, and Upkeep **K8s** clusters on **EKS**. Implements, Develops, and maintains **CI/CD** pipelines using **Jenkins**, **Git**, and **Docker** to automate the build, test, and deployment process. Participate in daily **stand-ups** and on call rotations to swiftly address and resolve incidents effectively. Preparing to begin work towards an AWS certification in DevOps.

Full Stack Dev/DevOps Intern - **INADEV**   *Jun 2022 – Dec 2022*
    Worked to develop a deduplication script using **Python**, making use of libraries such as **numpy** and **recordlinkage**. Worked to optimize algorithms and adapt to changing project requirements. This code has since been used in multiple government coding challenges and continues to see use by the company. Trained in **DevOps** to company standards in **Terraform**, **AWS**, **Docker**, **Kubernetes**, etc. to prepare me for a transition to a full time **DevOps Engineer**.

Undergraduate Research Assistant - **GMU/ Commonwealth Cyber Institute**   *Nov 2021 - May 2022*
    Undergraduate position as a research assistant for the MVSF (Mason Vulnerability Scoring Framework) project at GMU doing *Full Stack Web Development* and assisting in writing and reviewing scientific papers for the project. Frontend done using **Javascript** and **ReactJS** with the backend running on **Python** and **Flask**. Architecture built with **Docker**.

Projects

B.E.V.I. (Bird's Eye View Instantly) - *George Mason University*
    Served as *UI/UX Designer and Programmer*, *Artist*, *Front End Dev*, and assisted in *Back End* for "B.E.V.I." Originally created as a class project for CS 321 (Software Engineering), BEVI is a map making program built using **Unity 2D** and **C#**. BEVI focuses on the ability of the user to store informational data for each added feature on their map. Downloadable releases can be found through the GitHub link or Personal Website link in the header.

InvenPro - *Mid-Atlantic Surveying and Land Design*
    Solo Project. Created and continued to develop an inventory management program called "InvenPro", a full standalone program to manage the inventory for Mid Atlantic Surveying and Land Design. Developed entirely in **Python** using various libraries and **Json** file I/O for **persistent storage**, InvenPro is capable of storing any items with any attributes, allowing full flexibility to the user. Currently in use by MAS-LD.

Skills

DevOps: Docker, Kubernetes, AWS (S3, EKS, RDS, Cloudwatch, etc.), Jenkins, Sonarqube, Rancher, Terraform, Git, Shell Scripting, Linux Administration, Logging and Monitoring
Programming Languages: Java, ReactJS, Python, JavaScript, C, C++, C#, CSS, PHP, HTML
Programming Concepts: Object-Oriented Programming, Data Structures, Procedural Programming, Git, Agile/Scrum methodology.