Gavin Stark

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Skills

Ruby. Ruby on Rails. Linux. C. C++. JavaScript. TypeScript. Java. C#. HTML. CSS. TDD. Docker. React. Heroku. Nginx. VMWare. MySQL. PostgreSQL. Windows.

Experience

Senior Instructor / Suncoast Developers Guild

August 2018 - Present / Saint Petersburg, Florida

- Developed curriculum for Ruby, C#, Entity Framework, ASP.NET, HTML, CSS, Responsive Web, JavaScript, TypeScript, React, Deployment, and Algorithmic Thinking. See https://handbook.suncoast.io.
- Contributed to internal app generator: app-app. Based on react-scripts, builds student starter projects.
- Built student management system: Nexus + Pylon, a Rails/React/TypeScript system to manage enrollment, homework assignment, grading, and student progress reports.
- Taught more than 150 students in an accelerated three-month program.
- Helped place students as junior developers.

Senior Developer / STRATACACHE (Real Digital Media)

August 2017 - Present / Saint Petersburg, Florida

- Real Digital Media purchased by STRATACACHE.
- Primary developer on the re-implementation of the NEOCAST digital signage management software. Built as a JSON-API back-end in Ruby on Rails and a front-end in over 30,000 lines of TypeScript and React using Bootstrap.
- Built custom Ubuntu based OS to run on ARM-64 based embedded systems.
- Developmed and implemented custom kernel patches for ARM-64 systems.
- Built automation software for deploying and scaling AWS resources to host a Docker-based application.
- Implemented consolidated application log collection and analysis.

Instructor / The Iron Yard

July 2015 - July 2017 / Saint Petersburg, Florida

- Taught Ruby, Ruby on Rails, HTML, CSS, JavaScript, React, Node, Express, Algorithmic Thinking, and Deployment to more than 80 students in an accelerated three-month program.

- Built internal learning management software as part of an internal product development team.

VP Product Development & Engineering / Real Digital Media
January 2005 - July 2015 / Saint Petersburg, Florida

- Managed a team developing Ruby on Rails applications to provide a remote management web application to operate our customer's digital signage networks.
- Built infrastructure that processes over five million requests and one million background jobs per day.
- Built online report generator producing CSV, XML, JSON, and PDF reports.
- Designed and built interactive editor for designing multi-zone and multi-screen signage presentations.
- Responsible for database design including query and index optimization.
- Built AWS infrastructure and software deployment strategy including multi-zone redundancy.
- Created monitoring dashboards and alerts using Scout.
- Built disaster recovery policies and code including offsite content and database backups.
- Developed Linux and Android software and custom Linux distributions to run on embedded and PC platforms.
- Built software in C, C++, and Java to download, manage, and play customer media on Linux based devices.
- Patched Linux hardware drivers for device incompatibilities and missing features.
- Created our own Ubuntu based operating system designed to boot from a single squashfs root filesystem combined with an overlay filesystem allowing for secure and reliable remote upgrades of thousands of remote devices.
- Oversaw the migration from custom system-on-chip to off-the-shelf hardware including migrations from 32 to 64 bit operating systems and software.

Senior Engineer / Honeywell Space Systems
March 2002 - January 2005 / Clearwater, Florida

- Served as senior software architect on the Ballistic Missile Range Safety Technology program.
- Led team building, testing, and certifying Flight Category 2 (one level below the safety category for human space flight) software in C++ to track rockets, download telemetry, convert real-time data, and plot the Instantaneous Impact Point of flight vehicles.
- Created software to provide a 3D view of the projected impact point of a launched rocket allowing a safety office to make a decision to destroy the vehicle if it encroached on populated areas.
- See: https://en.wikipedia.org/wiki/BMRST

Senior Software Engineer / Teltronics
Feb 2000 - March 2002 / Sarasota, Florida

- Senior software engineer building C++ Windows based software for managing networks of PBX phone systems.
- Contributed to embedded systems software in C, and C++

- Created and executed unit, system, and acceptance tests.

Owner / Epsilon Squared Software

January 1999 - Feb 2000 / St Petersburg, Florida

- Built, marketed, and sold the products for documenting and automating the deployment of software on Microsoft Windows networks.

Senior Consultant / CFT Consulting

July 1995 - January 1999 / Sarasota, Florida

- Designed and wrote supporting software systems for nationwide system deployments and migrations including POS, inventory management, warehouse management, and accounting for companies such as GAP, Egghead, Totes, and Adidas.
- Managed the RFP process for large POS and Merchandising system selections.

Community

BarCamp Tampa Bay - 2007 to 2017 - Founding member of BarCamp Tampa Bay

Ignite Tampa Bay - 2011 to 2017 - Founding member of Ignite Tampa Bay

Coder Night - 2017 to 2021 - Organized a meetup designed to help developers of all skill levels, practice and receive feedback in a supportive and collaborative environment.

Tampa Ruby Brigade - 2006 to Present - Organized the Tampa Ruby Brigade meetup.

Education

University of Arizona

Masters in Management Information Systems

University of Rochester

Bachelor of Arts in Computer Science / Applied Mathematics

Open Source

ruby - Rubygems - added the initial implementation of "did you mean" for misspelled gems during install

rake - Updated output to print the list of tasks in full width if not printing to standard output. Allows for piping to other commands such as grep

rvm - Disabled color output when the terminal is not standard out

jruby - Implemented language features and fixed issues in JDBC drivers

honeybadger - Fixed data context issues

libva - Patched memory leaks

gstreamer - Resolved memory leaks in video and audio codecs

About

This resume is created using the following technology:
- **React**
- Resume details in **JSON** data
- **TailwindCSS** for styling
- **react-snap** for generating a static version of the page for the fastest page load possible.
- https://resume.gstark.com - https://github.com/gstark/resume