Grant Gangi

DevOps Engineer · Linux Systems Engineer

(+1) 585-698-4585 | grant@tuxinator.net | Grant1219 | grant-gangi

Technical Skills

Programming	Python, C, C++, Go, Bash, PHP, Java, C#, JS
Operating Systems	Debian Linux, RHEL/CentOS, Gentoo Linux
Container Platforms	Mesos, Kubernetes
Web/Email Services	Nginx, Haproxy, Envoyproxy, Apache, Postfix, Dovecot
Event/Data Processing Services	RabbitMQ, Flume, Kafka, Elasticsearch, Logstash
Databases	MySQL, Redis, Cassandra, MongoDB, Memcached, Graphite, InfluxDB
Tools and Automation	Git, CMake, Jenkins, Chef, Ansible, Vagrant, Docker

Work Experience

DevOps Engineer
Moz
Seattle, WA
2018 - PRESENT

- Design, provision, and maintain container platforms with Mesosphere and Kubernetes to make application development and deployment faster, more reliable, consistent between environments, and ultimately allowing for quicker iteration of features
- Develop tools and automation to help standardize processes across teams
- Communicate to teams about services and tools offered that can improve their development processes, and work directly with teams to implement them as needed
- Plan and implement service discovery and other network improvements to make migrations into AWS more seamless and improve reliability in a cloud environment

Linux Systems Engineer
Rackspace
Blacksburg, VA
2016 - 2018

- Maintain and develop Python software for a high-availability distributed event processing system which gathers information from all parts of the infrastructure and performs actions as necessary to keep the systems healthy and prevent abuse
- Support and administer high-throughput email platform spread across multiple availability zones containing thousands of servers while adhering to the 100% uptime guarantee for millions of customers
- Saved over $400,000 a year in licensing costs by conducting a side-by-side comparison of email content filtering technologies using production traffic without causing any impact on user experience
- Implemented a message classification system, helping customers better understand their email and reducing customer contacts for spam and virus related issues
- Improved infrastructure monitoring to eliminate hundreds of spurious alerts and free up on-call staff to work on more valuable projects
- Provision and manage pre-production environments and Jenkins instances to facilitate unit and integration testing and give teams more confidence in their deployments

Senior Developer and Systems Administrator
Simon School of Business at University of Rochester
Rochester, NY
2014 - 2016

- Led development of a web based real-time multi-player business simulation software used by top business schools around the world
- Engineered management software for organization and viewing of real-time business simulation data for research and teaching purposes
- Designed and deployed infrastructure for migrating all student service, admissions, and records applications
- Used Python microservices to streamline legacy monolithic web applications supporting student and faculty operations
- Developed and deployed a school-wide print release system which reduced paper waste and increased student satisfaction
- Planned and led deployment of backups, monitoring, and documentation for IT infrastructure

Analyst Programmer
Simon School of Business at University of Rochester
Rochester, NY
2010 - 2014

- Setup and managed virtual server environments for testing and software development
- Saved substantial time and resources while converting a C++/C# brain aneurysm risk calculator to a web application by avoiding a rewrite
- Designed and implemented a web based university-wide event calendar with Facebook integration for easy access to events happening around the university
- Developed a data trawler which tracks alumni on social networks, and consolidates their information into a database to help new graduates find connections

Personal Projects

- Home automation system for controlling lights and HVAC remotely using microcontrollers and MQTT for communication
- Particle system editor for creating special effects within video games
- 2D top-down style MMORPG developed using C++, and Lua for scripting

Education

Monroe Community College   *Rochester, NY*

A.S. in Computer Information Systems   *2009 - 2012*