

William Jonathan Porta (Jonathan)

Senior Software Engineer

Billings (US), Remote - Billings, Montana

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About

Ops obsessed full stack engineer seeks challenge, autonomy and a great team. Builder of systems serving millions of humans and billions of robots. When I am away from my workstation you can find me fixing-up old houses, or tearing apart old vehicles.

Experience

Walmart Labs - Walmart Global Tech

September 2020 - May 2021

Senior Software Engineer

📄 <https://careers.walmart.com/technology/technology-software-development/walmart-labs>

Provide solutions to engineering team issues worldwide in the form of tooling, consultation, and mentorship.

Create, deploy, and, maintain tooling to help our worldwide internal customers obtain their technological goals.

Provision, maintain, and troubleshoot multi-cdn deployments of customer-facing products from the edge layer to the backend service provider teams.

Consult on proper header usage for cache control.

Troubleshoot and participate in on-call rotation for highly available microservices.

Steemit, Inc.

April 2019 - February 2020

Full Stack Engineer

📄 <https://steemit.com>

I built, maintained, released, and monitored all things that are not blockchain; primarily user-facing applications used by our over-1M monthly active users.

Championed the rollout and subsequent iteration of Steemit's advertising system resulting in significant increase to revenue.

Designed, implemented and deployed the Steem Proposals System UI which enables the community to direct blockchain funds towards maintenance and expansion of the blockchain core.

Implemented UI features in React/Redux/Redux-Saga for the Communities UI release - a major feature-set adding many SubReddit-esque and socially collaborative features to the Steemit frontend.

Pantheon Systems, Inc.

March 2017 - July 2018

Senior Software Engineer

 <https://pantheon.io>

As a member of The Core Services Team, I participated in and led the development, deployment, and monitoring of new platform features. I participated in the risk review process and infrastructure capacity monitoring. Additionally, I provided support to other engineers in our operational review process.

Acted as tech lead on the development of new services.

Championed the adoption of solid development standards such as testing, test coverage metrics, building/managing/using continuous integration pipelines and provisioned distributed systems using config management software.

Supported Pantheon during growth from 37 employees to over 100 employees as the platform grew from 2Bn requests per month to over 10Bn requests per month.

Led the release of our HTTPS Everywhere initiative which provided our customers with free HTTPS and automated certificate management.

Pantheon Systems, Inc.

April 2014 - March 2017

Software Engineer - Full Stack Jedi

 <https://pantheon.io>

As a member of The Applications Team, I was responsible for delivering new customer-facing features as well as significant portions of the backend implementation needed to power those features. This often required integrating with multiple backends and APIs, replacing or refactoring legacy services, and owning uptime and reliability for customer-facing systems.

Led the team in adopting a better development cycle using Kubernetes and local containerization.

Designed, built, deployed, monitored, and maintained the next generation of features on the customer-facing dashboard.

Rebuilt the real-time messaging and status pipeline for customer workflow notifications.

Cordillera Communications

March 2013 - March 2014

Web Developer and Multimedia Content Producer - KTVQ

 <https://www.cordillera.tv>

At the state's largest television network, I supported the newsroom's content production and dissemination by maintaining our station's CMS and web properties while also building tools for aggregating news content from our sister stations and affiliated networks.

Oversaw deployment of a large-scale design refresh on the station's primary web property.

Built browser extensions to assist journalists' efforts.

Improved usability of the legacy CMS system.

Design Delegates, LLC

January 2010 - December 2012

Software Engineer and Operations

I worked closely with clients to gather project requirements and de-risk projects prior to the start of development. I also helped sales with the client acquisition process. Additionally, I was responsible for designing and implementing features alongside our geographically distributed development team.

Worked as an individual contributor on web projects for international clients.

Oversaw the development of Android and iOS applications.

Developed code and development quality standards, including code review processes and junior engineer mentorship.

OSPenterprises

December 2004 - January 2010

Software Engineer, Owner

I helped small local businesses automate business processes through the use of custom software. I led a small team of developers and designers through the software planning, building, and release process. We primarily provided web-based software written in PHP and JavaScript.

Built over 100 mostly static custom websites for small local businesses.

Built and maintained web-based timecard management software and small e-commerce stores.

Provided ongoing support for hosted products, onsite servers, and phone systems.

Education

Rocky Mountain College

2007 - 2009

Bachelor - Did Not Complete

Computer Science

Skills

Front End

Master



JavaScript

ES6

React

React Native

Redux

HTML(5+CSS)

Back End

Master



Python

Go

Node.js

Django

Rails

Shell

systemd

References

Available Upon Request