

Matt Lewis

SRE, devops, and infra engineer | (612) 600-6907 | matt@mplewis.com | github.com/mplewis

WORK EXPERIENCE

T-Mobile Home & Entertainment

December 2018 – present

Devops Engineer



- Worked on the [TVision streaming video product](#)
- Migrated Node.js microservices from legacy EC2 AMIs into Kubernetes
- Managed zero-downtime migrations from AWS Route 53 routing to K8s internal service discovery
- Designed CI/CD pipelines to facilitate automated image updates and reliable deployments
- Refactored Kubernetes YAML objects into a universally-deployed Helm chart
- Created automated validations and smoke tests to ensure deployed K8s resources were always valid
- Designed and implemented automated functional smoke tests for partial system outage discovery
- Implemented Istio service mesh in K8s to provide circuit breaking and prevent cascading outages
- Performed load testing to validate behavior of microservices and system resource constraints

Gusto

February 2017 – December 2018

Software Engineer



- Led projects to empower ops teams by building workflow management tools
- Reduced automated build flakes by 70% through collaboration with infra team
- Diagnosed root cause of data integrity issues and implemented systemic fixes
- Ran postmortems to capture impact of system outages and deliver actionable resolutions

Rachio

July 2016 – December 2016

Technical Project Manager



- Built and automated BDD testing for the legacy web app
- Designed product experiences using wireframes, prototypes, and user flow diagramming
- Performed user research and feature validation against real-world user populations

Punch Through Design

May 2013 – June 2016

Product Developer



- Designed, managed, developed, and shipped native mobile apps for the LightBlue Bean
 - Bean Loader for iOS: 400k downloads, 200 daily sessions, 5 stars in the App Store
 - Bean Loader for Android: 3.5k users, 4 stars in the Play Store
- Developed, deployed, and maintained cloud software to support the mobile apps
- Implemented TDD, CI/CD, static analysis, and code quality standards across the company

EDUCATION

University of Minnesota Twin Cities

September 2010 – December 2014

B.S. in Computer Engineering



UNIVERSITY OF MINNESOTA

Active member in campus engineering and maker groups: Triangle Fraternity, IEEE, Tesla Works

LANGUAGES AND COMPETENCIES

Backend: Go, Node.js, Ruby on Rails, Django, Sinatra, Flask, Python

Frontend: HTML5, CSS3, JavaScript (ESNext), TypeScript, React, Vue, Sass, Stylus

Devops: Kubernetes, Kustomize, Helm, AWS, S3, EC2, IAM, CloudFormation, Lambda