STEVEN BUI Citizenship: USA

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**OBJECTIVE:** To become a major contributor to the growth and success of a growing company.

**SUMMARY:**

1. Over 14 years of work experience in the technical and programming field.
2. Excellent verbal and written communication skills.
3. Articulate and professional business communication skills, including presentations and technical documentations.
4. Involvement in numerous project life cycles.
5. Can deliver multiple projects independently.
6. Excellent troubleshooting abilities and analytical skills.
7. Excellent multitasking ability.
8. Can quickly pick up tasks and understand corporate processes

**TECHINCAL SKILLS:**

1. **Programming/Scripting Languages:** Perl, C++, Bash, Csh
2. **Server Technologies:** Load Sharing Farm of servers (LSF), Amazon EC2 and Amazon Web Services (AWS), VMware ESX, hybrid cloud configuration.
3. **Operating Systems:** Multiple Linux Operating Systems, FreeBSD, all Windows
4. **Object Oriented Development:** UML, Design Patterns.
5. **Database Technologies:** MySQL, Oracle10G.
6. **Solid Software Tools knowledge:** ClearCase (users/multisite/LT), ClearQuest, CVS, GIT, Subversion, Perforce, Jira, Jenkins

**Recent Projects**

**PetsKonnect.com January 2011-May 2013**

**SOLD**

PetsKonnect is a social networking site for pet owners to interact with other owners, services and breeders to share ideas and interact with each other. The site includes social networking tools allowing users to add and delete specific groups and services. Available tools such as user ratings, location services, advertisement sections and individual blogging posts have been completed via php/Javascript and MySQL. Support will be provided with additional costs.

**PROFESSIONAL EXPERIENCE:**

**DevOps/Release Engineer**

**SS8 Networks August 2012 – December 2013**

* Hired as an architect by VP of Engineering (Cary Fitzgerald) to upgrade and fix old processes, tools and workflow for SS8 Networks.
* Responsible for enhancing the company IT/data services strategy and formalizing their system engineering functions including systems development, production, verification, validation, performance benchmarks and support.
* Successfully imported 75% of ClearCase version repositories to Perforce depots.
* Led the IT team (IT director and 2 system administrators) in creating a disaster recovery plan.
* Configured encrypted repositories with Secure Share for SS8 file systems for better

secured infrastructure of snapshot views and workspaces.

* Lead engineer for migrating 3 software teams to use VMware virtual clients (used 80 cores).
* Introduced Chef to maintain an automated system service deployment to Vmware clients.
* Documented and trained teams regarding new software tools and applications created.
* Configured Jenkins to automate SCM merge/build processes.
* Introduced SCM team to “Team branching” to reduce numerous merge conflicts.

**Founder: Pixel Layers June 2010-Present**

About: Pixel Layers encapsulates multifunctional layers into a photograph that provide statistical data, copyright protection, photograph tracking, and the innovative virtual tagging. Used AWS and Rackspace cloud services for testing and development.

* Created a multilayer algorithm embedded into a photograph with minimum size increase.
* Created a pixel to pixel comparison independent of size and dimensions for photograph

searches over the world wide web.

* Tested a wide array of distributed systems (Amazon Elastic Cloud) to handle the massive

traffic hits.

* Added Amazon Cloudwatch for monitoring cloud instances.
* Designed “virtual tagging” in photographs to prevent identity theft/loss.
* Patents filed for virtual tagging and embedded meta-data inside photographs.

**Contract Software Architect: iGames April 2011-July 2011**

* Assistedin the restructure and creation of iGames game center applications
* Centralized a solid framework for iGames web development tools and applications
* Lead a team of 8 in India to develop a software statistics on how often a game is played
* Designed an effective way to bring publishers and marketers to promote games

**IT Manager: Hitachi Communications Technologies America January 2008-March 2011**

* Managed a global team responsible for the administration of two sites: Santa Clara, CA

and Shanghai, China

* Responsible for Windows and Linux RedHat desktop support
* Created virtualized servers using VMware vSphere to assist developers in closed

environment testing

* Responsible for the ClearCase vob and view servers
* In charge of designing and purchasing an OEM server for Hitachi’s EPON Project
* Designed training slides for educating engineers on ClearCase and ClearQuest
* Driven the team on a daily basis to achieve high satisfaction on support with 99% server

uptime

* Developed and maintained IT budget quarterly
* Sought out and constantly acquired new technologies to better Hitachi-CTA
* Supported of Hitachi-CTA’s compliance with the Sarbanes Oxley (SOX) legislation

**Mobile Yahoo! Engineer: Yahoo! Inc. October 2006-January 2008**

* Responsible for the CVS trunk and task branches for the entire Yahoo! Mobile team
* Build and Release Master for Yahoo! Mobile applications
* Responsible for maintaining Alpha/Beta/Gamma stage servers
* Performance Engineer for Yahoo! Mobile applications
* Lead a team of three to run diagnostic and performance tests on Yahoo! Mobile

applications

* Worked closely with developers and QA engineers to assure a clean and good

production deployment

* Troubleshoot and repair any production issues with QA and Service Engineers
* Presented multiple presentations regarding new build infrastructure and new release

process

**Build/Release/SCM Engineer: Magma Design Automation July 2004-October 2006**

* In charge of the latest releases of Analysis and Back End build process
* Responsible for numerous builds and ClearCase administrations per day
* Complete knowledge and administration of Platform LSF
* Administered Magma’s Cloud infrastructure on top of LSF scheduler
* Administered and support Raw ClearCase as an SCM Engineer
* Excellent knowledge of multiple platform builds (Sun Solaris 32/64 bit, Linux 32/64 bit and Windows )
* Developed strategic planning toward future enhancements of SCM Builds
* Trained and mentored new Build/Release Engineers

**Systems Engineer: Sun Microsystems, CA August 2003-May 2004**

* Assisted VSP CTO office with various prototyping and proof-of-concept testing
* Supported many various staging activities such as system sizing and benchmarking with

particular emphasis to the Solaris/SPARC, Linux/Solaris x86 platforms, SAN and

Infiniband Technology

* Performed product research, competitive analysis, demonstrations, and prototypes
* Performed system/network setups, installations, debugging, and administration of

numerous servers switches, terminal servers, and system/network management

software

* Project: Set up Oracle 10g on AMD 64-bit Opterons
* Project: Integrated Nauticus switch with Infiniband technology with Sun servers
* Project: Set up PXE Linux Kickstart server to administrate B100 Blades
* Project: Performed out of the box evaluations with Sun N1 Provisioning Server

**Software Engineer: Cisco Systems, CA September 2000-May 2003**

* Developed wrapper tools for Rational ClearCase with Perl
* Administered and supported ClearCase for Cisco Systems clients (Internal and external)
* *Project*: Multisite Tools administration of ClearCase

Ran regression tests to make sure data stored in the versioned object base is in sync

with other site servers from other countries

* *Project*: Introduced ClearCase to Linux Platforms

Individually integrated ClearCase on Linux platforms. Assisted in testing and packaging ClearCase library trees into rpms

* Technical lead for ClearCase on Linux. Involved in assisting in ECS Linux release,

designed test cases and evaluated performance. Ran Test Suites and debug errors. Wrote ClearCase wrapper tools to work on Linux. Supported Linux clients via email/phone.

* *Project*: ClearCase Tool (CC-Tools) implementation.

Implemented wrapper scripts for ClearCase using Perl. Involved in 20 major CC-Tools releases. Code-reviewed and test CC-Tools implementations. Administer and support clients with released versions of CC-Tools.

* *Project*: Performance Improvement for Cisco IOS Version Object Base (Vobs)

Ran regression scripts to clean up orphaned task branches on Cisco IOS version object based. Increased usability of Cisco’s IOS Version Object Based by 5%.

* *Project*: Duplicate Element on Cisco’s Version Object Base (Vobs)

Ran test scripts to determine irregularity within Cisco’s Version Object Base. Developed scripts to fix the irregularities. The script is now being used to fix all of Cisco’s data stored in the Version Object Base (Vobs)

* *Project*: Samba vs. TAS (Totalnet advance server) Testing.

Proposed to replace TAS with Samba. Ran critical performance test suites with ClearCase interface and found Samba to be 100% more effective

**EDUCATION:**

**Masters of Science in Computer Engineering January 2004**

Santa Clara University, Santa Clara, CA.

**B.S. Computer Engineering in Computer Engineering *June 2001***

Santa Clara University, Santa Clara, CA.

**CERTIFICATIONS:**

Rational ClearCase, ClearCase Multisite, ClearCase Metadata, and Object Oriented with UML.