Andrew Porter
Software Engineer
A passion for all things computing, all the time.

SwissArmyBud@gmail.com ✉
linkedin.com/SwissArmyBud 𝗂𝗇
github.com/SwissArmyBud

WORK EXPERIENCE

Autodesk, 2022 - current

Senior Software Engineer, Platform Services - September 2022

- Tech Lead on greenfield highly-customized Backstage implementation, for an Internal Developer Portal with 5000+ users across the company
- Internship mentor and cross-trained internal IDP contributor teams
- Owned & maintained high volume Tier-2 API in Autodesk Platform Services at "four nines" across 3 commercial geo-regions plus FedRAMP
- Contributed to Developer Enablement tooling & systems across APS

Capital Insurance Group, 2020 - 2022

Senior Software Engineer, Billing & Payments - March 2021

- Develop functionality and fix bugs in Guidewire InsuranceSuite
- Responsible for $500MM of incoming, $100MM of outgoing payments
- Create or improve DevOps approaches for all of CIG's applications
- Onboard, mentor, crosstrain both new hires and current engineers

Team Lead, Billing & Payments Production Support - Nov 2020

- Led team of 6 through bug triage, patch, test, and deployment of fixes
- Direct responsibility for Billing Center and Internal Payment Solutions

Software Engineer, Billing & Payments - March 2020

- Implemented D.O.I. compliant COVID relief in Guidewire Billing Center

MBay Systems, 2017 - 2021

Platform Engineer - June 2021

- Leverage DevOps to provide cloud-native Platform-as-a-Service

Software Engineer - October 2017

- Responsible for implementing and customizing software solutions

Embedded Systems Engineer - January 2017

- Responsible for establishing "first-light" on new embedded systems
- Built hardware prototypes, wrote firmware, and designed final PCBs

EDUCATION

CSU Monterey Bay, 2017

Bachelor's Degree in Computer Science, *with distinction*

- Double Specialization: *Networking & Security* and *Data Science*
- ETS Major Field Test - 93rd percentile versus national scores
- President, Association of Computing Machinery campus chapter

SOFT SKILLS

- Internally motivated to perform at a high level
- Quick learner and enjoy designing usable solutions
- Willingness to accept both criticism and help
- Effective and consistent communication across teams
- Capable of technical writing for variety of audiences

HARD SKILLS

- Capable of quickly becoming productive in new languages, frameworks, and environments
- Focus on enabling continuous integration for low-friction build/test/deploy workflows
- Ability to navigate and debug large code bases effectively, using basic tools and methods
- Strong high-level understanding of networks and networking technology/topology/protocols
- History of performing strongly when a member of a team or when serving in a leadership role
- Good experience virtualizing resources and utilizing cloud services/providers for solutions
- Leveraging DevOps to reduce team bandwidth requirements for the build/test/deploy chain
- Software/application engineering to support "smart" conversions of hardware/devices
- Hardware design and engineering, including basic PCB design and manufacturing

LANGUAGES & PLATFORMS

`JavaScript/NodeJS` `C/C++` `C#/.NET`
`Java/Springboot` `Angular/React` `Golang`
`SQL/noSQL` `DevOps` `Jenkins` `Docker`
`Kubernetes` `Terraform` `Ansible` `Backstage`
`BASH/PowerShell` `Git/Github` `Win/Linux`
`AWS/Azure` `DigitalOcean` `Cloudflare`

REFERENCES

- Personal and professional references available.
- Phone numbers & email addresses by request.