Troy Liebel

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Work Experience

May 2019– Present

Cloud Engineer, *Stark and Wayne*.
- Cloud Engineering Consultant, *Platform Engineering*
  - built platforms capable of supporting tens of thousands of developers and hundreds of thousands of applications leveraging **Cloud Foundry** and **BOSH**.
  - delivered fully documented, scalable, and maintainable platforms using **infrastructure as code (Terraform)** and **configuration management tools (BOSH, yaml)**.
  - created proof of concept clusters using both **fully-managed Kubernetes (Amazon EKS)** and **self-managed Kubernetes (Rancher, RKE)** to advise clients on their strengths and weaknesses in the context of a platform that must be ready to support hundreds of thousands of applications.
  - integrated **AWS Secrets Manager** as an alternative to **Kubernetes secrets** using a secret injection sidecar that enables teams to manage their own secrets within their separate **AWS** account's Secrets Manager while pushing apps to a single shared **EKS** cluster.
  - maintained a Cloud Platform Management toolset alongside dozens of other **Open Source** contributors by monitoring the underlying software dependencies to add and sync features when new versions were released. Additionally, built and tested new Platform Management features including support for external databases **(RDS)** and secret management **(Vault, Credhub)**.

2018–2019

Software Engineer, *The Boeing Company*.
- Boeing Commercial Crew Program, *Boeing CST-100 Starliner*
  - verified the spacecraft's flight management software via **Perl** scripts and manual scenario testing to ensure software meets formal quality standards.
  - directly assisted team members by creating versatile **Python** scripts that fully automates analysis of extremely large data sets.
  - streamlined database organization and **version control** for multiple teams by developing a flexible program with **command line** and **GUI** options that verifies configuration properties and conventions across thousands of files.

2016–2017

Computer Science Teaching Assistant, *University at Buffalo*.
- CSE 442 - Software Engineering: simulated an **Agile** work environment for 20 students in four teams via weekly meetings and sprints as they developed a product over 15 weeks.
- CSE 115 - Intro to Computer Science: established programming concepts via weekly **Java** lab sessions and weekly extra-curricular sessions that served as an introduction to **Python**, **Unix** command line operations, and **Vim**.

2014–2018

Advanced Repair Agent, *Geek Squad, Best Buy*.
Achieved Quarterly MVP and Employee of the Month on multiple occasions by consistently working to keep average turn around time on client units between 24-48 hours as well as maintaining clear communication with clients through out the repair process, Platinum Certification.

Education

2013–2017 **BS, Computer Science**, *University at Buffalo*.