

Adam Shannon
adam@ashannon.us
Software and Infrastructure Engineer

Experience

- (July 2022 - Present) Staff Software Engineer at moov-io and Moov Financial
 - Building, deploying, and scaling backend services and infra components.
 - Maintaining and designing open-source tools for developers
 - Technologies: Go, MySQL, Terraform, Kubernetes, Google Cloud
 - Projects:
 - Card acquiring/issuing teams and services built from scratch. Using moov-io's [iso8583](#) and [iso8583-connection](#) libraries as the foundation.
- (Sept 2018 - June 2022) Senior Software Engineer at Moov.io
 - Build and deploy API and infrastructure services
 - Technologies: Go, Mysql/Postgres, Terraform, Kubernetes, Prometheus
- (Jan 2014 - July 2018) Senior Software and Infrastructure Engineer at Jack Henry
 - Writing and supporting a platform of applications for the banking needs of consumers and financial institutions
 - Creating and operating the various deployment, monitoring and analysis platforms.
 - Technologies: Scala/Java, Go, PostgreSQL, Redis, MongoDB, Terraform, Hashicorp Vault, Prometheus, HBase, Elasticsearch, Kafka
- (Jan 2015 - May 2016) Co-Founder at Backline
 - A platform for musical artists to discovery show and tour opportunities
 - Market research and lead outreach for artists, music venues, studios
 - Technologies: AngularJS, AWS, Scala, Docker, PostgreSQL, Twilio
- (Nov 2011 - Dec 2013) Intern at Banno / Jack Henry
 - Worked with engineers, product managers, and business consultants on designing and implementing the Banno platform of products.

Education

- Bachelors of Science in Computer Science at the University of Northern Iowa

Awards

- Business Professionals of America
 - (2010) Third Place in National Level "Fundamentals of Web Design"
 - (2009 and 2010) State Champion in "Fundamentals of Web Design"
 - (2010) First Place in State Level "Computer Security"
 - (2010) Second Place in State Level "Web Application Team"

Links

- Github: <https://github.com/adamdecaf>
- Twitter: <https://twitter.com/adamdecaf>