

# Addison Lee

San Diego, CA

addison.v.lee@gmail.com

415-692-1792

## SKILLS

Languages (ordered by most recent usage):

- Go
- Kotlin, JavaScript, Python
- Java
- C/C++

Infrastructure:

- Docker
- Kubernetes ecosystem
- SRE ecosystem
- AWS

Practices:

- TDD
- CI/CD (and loosely GitOps)

## EDUCATION

Bachelor of Science in Computer Science  
University of California, Los Angeles, 1999

## PUBLICATIONS

[Impact of channel models on simulation of large scale wireless networks](#)

## PERSONAL INTERESTS

Travel, Nature, Mindfulness

## SUMMARY

Delivering high precision software for 20 years, my roles have included tech lead, full-stack developer, DevOps/SRE/infrastructure, and agile advisor.

My wheelhouse has coalesced on the intersection of CI/CD, automated testing, and embedded team building.

## WORK EXPERIENCE

Lead Developer and Consultant  
ThoughtWorks, 2009–Present

- Dual responsibilities of delivering custom software in a co-sourced fashion while simultaneously mentoring clients on sound delivery practices with an emphasis on code quality, CFRs, CI/CD, and automated testing.
- While wearing multiple hats (but most commonly as either tech lead, anchor dev, or infra dev), my teams and I partnered with 16 different [clients](#) ranging in size from startups to multinational corporations.
- Advised developers, QAs, and BAs who spanned experience levels from fresh college graduates to senior developers, tech leads, architects, and CTOs.

Senior Developer  
Synarc (Now BioClinica), 2007–2008

- Developed Java [medical imaging applications](#) for in-house radiologists in support of clinical trials.

Traveler  
Sabbatical, 2005–2006

Senior Developer  
Hewlett-Packard/Agilent Technologies (now Keysight), 1999 – 2004

- Developed C++ schematic capture tools for [ADS](#) – a CAD/EDA application for high frequency circuit design and simulation.

Research Assistant  
UCLA Parallel Computing Lab, 1998 – 1999

- Developed the [physical layer](#) and GUIs in C and Java for the [GloMoSim](#) wireless network simulator.