## Addison Lee

San Francisco, CA addison.v.lee@gmail.com 415-692-1792

### **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.

### **SKILLS**

Languages (ordered by most recent usage):

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

#### Infrastructure:

- Docker
- Kubernetes ecosystem
- SRE ecosystem
- AWS

#### Practices:

- Pragmatic 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

### 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 an embedded tech lead, anchor dev, or infra dev), I partnered with 16 different clients ranging in size from startups to multinational corporations.
- Advised developers, QAs, BAs, and PMs who spanned experience levels from fresh college graduates to tech leads, directors, and VPs.

Senior Developer Synarc (Now BioClinica), 2007-2008

• Developed Java <u>medical imaging applications</u> 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 <u>ADS</u> - a CAD/EDA application for high frequency circuit design and simulation.

Research Assistant UCLA Parallel Computing Lab, 1998 - 1999

• Developed the <u>physical layer</u> and GUIs in C and Java for the <u>GloMoSim</u> wireless network simulator.