

ANDY HORNER

SOFTWARE ENGINEER
DEVELOPER ADVOCATE
PROBLEM SOLVER

CONTACT

567-674-6024

RECRUITING@HORNER.CODES

RECORDINGS OF PAST
PRESENTATIONS AVAILABLE
UPON REQUEST

CODE SAMPLES AND OPEN
SOURCE CONTRIBUTIONS CAN
BE FOUND AT

ANDY.HORNER.CODES

EXPERIENCE

SENIOR SOFTWARE ENGINEER

NEW RELIC | JUNE 2020 - PRESENT

- Developed backend Java and Kotlin applications in the Alerting organization
- Separated and migrated a large Java monolith to multiple Kotlin microservices
- Advocated for improving quality and resiliency of services, focusing on speed, instrumentation and monitoring, and descriptive errors
- Lead several large-scale migrations of customer data to new cloud-based systems which facilitated new features, improved reliability, and decreased support requests
- Evangelized architecture best practices throughout the organization

SENIOR SOFTWARE ENGINEER

USA TODAY NETWORK | JUNE 2015 - JUNE 2020

- Designed and developed an Android news platform using modular techniques to enable building a new full-featured application within hours from config files
- Created an automated deployment process for building, testing, and publishing 58 Android applications to the Google Play Store
- Founding member and contributor to the Content API - A GraphQL interface built with Golang that powers the USA TODAY Network
- Implemented Elasticsearch indexing and querying which drives the entirety of the USA TODAY Network's site search and CMS
- Developed a custom adapter to expose Elasticsearch aggregations via GraphQL
- Monitored self-hosted Elasticsearch clusters performance while tuning cluster resources and optimizing horizontal and vertical scaling
- Saved significant developer time by reducing CI/CD build duration while increasing test coverage with a comprehensive Jenkins pipeline

SOFTWARE ENGINEER CONSULTANT

OCTOBER 2014 - PRESENT

- Implemented a Traveling Salesman Problem solution to efficiently route contractors between job sites, saving time and money, and improving quality
- Designed, developed, and maintained full-stack applications for managing job intake, validation, and normalization, as well as contractor assignment, and report generation
- Improved business efficiency, accuracy, and cost savings by automating daily tasks

EDUCATION

BACHELOR OF SCIENCE, COMPUTER SCIENCE

BOWLING GREEN STATE UNIVERSITY | 2011 - 2015

TECHNICAL SKILLS

- | | |
|-----------------------------------|------------------------------|
| • Distributed systems | • Terraform |
| • GCP/AWS cloud providers | • Jenkins CI/CD and Groovy |
| • Golang development | • Test automation |
| • Node.js/React.js | • App performance monitoring |
| • Java/Kotlin Android development | • Docker/Kubernetes/Helm |

PERSONAL PROJECTS

IOT DEADBOLT LOCK

- Designed, 3D modeled, and 3D printed a deadbolt mount powered by an ESP32 microcontroller and a servo to automate door locks
- Developed a C++ firmware for controlling the lock via Wi-Fi with future plans for Bluetooth Low Energy proximity support via smartphone