

Alex Ashley

Software Engineer

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Employment

October 2019 **Platform Engineer**, Hy-Vee, Grimes, IA.

- Current
 - Extended our CI/CD offering with Windows support
 - Wrote custom utilities to improve security and reliability on the host.
 - Used Packer to create Windows images for the workers.
 - Wrote documentation and gave an internal talk on using the platform
 - Assisted developers with questions and best practices for our cloud environment and related tools.
 - Performed maintenance and upgrades for our multitenant Kubernetes environment.

Feb 2017 - **Software Engineer III**, Hy-Vee, Grimes, IA.

- August 2019
- Migrated customer authentication from a home-grown solution to OpenID Connect
 - Authored several custom Keycloak integrations to enable:
 - Federating users from an existing database
 - Ensuring legacy website interoperability
 - Establishing an authenticated WebView session in the mobile app.
 - Integrated React Native into existing iOS and Android applications.
 - Wrote native modules to wrap vendor SDKs
 - As part of a small team, implemented an application for the loyalty program that handles thousands of daily transactions.
 - Created several plugins for our API gateway and helped to define API standards.
 - Worked on back-of-house WinForms and WPF applications.

June 2016 - **IT Early Development Program**, John Deere, Urbandale, IA.

- Feb. 2017
- Helped to re-write a React dialog for adding equipment to MyJohnDeere.
 - Worked with a small team to implement a Node.js & React site to manage in-cab displays.
 - Extended a distributed system of two dozen AWS Lambdas.
 - Created a GitHub webhook to post pull requests into team channels on Flowdock.
 - Used by three teams at Deere.

Languages & Technologies

- Languages: JavaScript, Kotlin, Go, C#, SQL
- Platforms: GCP, Kubernetes, Concourse
- Tools: Terraform, Packer, Docker

Education

May 2016 B.S., Computer Science, *University of Illinois at Urbana-Champaign*.