AUSTIN J. BURNETT

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OBJECTIVE   To enable developers to quickly and confidently build web applications by employing continuous integration techniques.

EDUCATION   **B.S. Computer Science**
May 2014
Math Minor, Leadership and Social Change Minor
College of Engineering, Virginia Tech, Blacksburg, Virginia

SKILLS

Languages
- Python
- JavaScript
- Bash
- Ruby*
- Go*

Technologies
- ELK Stack
- Nginx
- HAProxy
- Chef
- Jenkins
- Docker
- Cassandra*
- Postgresql*

*=experienced with, but not proficient

EXPERIENCE   **Software Developer**   May 2013 - Present
Rackspace Hosting, Blacksburg, VA & Austin, TX
- Built an Identity Provider for SAML authentication for all Rackspace Control Panels to integrate with
- Created a shared header API for Rackspace Control Panels to avoid tight coupling among separate header implementations across control panels
- Collaborated on configuration management and architecture for our application, monitoring, and logging infrastructure
- Involved in an on-call rotation for production infrastructure that requires understanding what problems may arise, diagnosing their root cause, and devising a solution while trying to minimize customer impact
- Helped build and manage CICD pipelines to enable developers to be confident about their code and its ability to be deployed in a repeatable, known process
- Assisted with university recruiting and our internship offerings

Software Engineering Intern   May 2012 - August 2012
SPEC Innovations, Mannassas, VA
- Used Raphael represent data via scalable vector graphics
- Used many other Javascript libraries such as Backbone, jQuery and jQueryUI
- Helped build an HTML parser
- Used natural language processing in attempt of detecting grammatical and structural errors in sentence construction

Teaching Assistant   August 2016 - Present
TEALS, Austin, TX
- Helped teach an Intro to CS course at Austin Achieve High School

PROJECTS

Developer Blog, https://austburn.me

A collection of blog posts of my learnings that I find valuable. This blog was built mainly using Docker, Postgresql, nginx, and Python (Flask and SQLAlchemy). I configure this environment via Ansible and constantly try to improve my app architecture. In my blog you'll find many projects that I've worked on as well, available on my public Github.

NBA-JS, https://github.com/austburn/nba-js

A side project I've been working on that is essentially a port from a version I did in Python. Utilizes React and D3.js in order to render plots of NBA players and their shot percentage for any area on the court.

Michaelangelo, https://www.npmjs.com/package/michaelangelo

This project originated from my NBA-JS project. I felt that RaphaelJS, while powerful, was a bit difficult to use. This is a wrapper library that takes concepts from matplotlib, a Python graphics library that provides a more powerful API.