

# Brent Gardner

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| Objective  | <p>Work with a tech-focused company to advance the state of the art in a field such as distributed databases, low-level graphics, computational geometry, or other interesting topics.</p> <p>Or</p> <p>Provide technical leadership for a small to medium sized company that has found product-market fit and is focused on technical hardening and development process maturation.</p>  |
| Experience | <p><b>Staff Software Development Engineer, RMS</b><br/>October 2018 - Present</p> <p>Applied experience from the Galvanize/Pivotal Way to complex scheduling service creating a development environment that sustained both quality and high velocity</p> <p><i>Accomplishments</i></p> <ul style="list-style-type: none"><li>● Helped create CD pipeline using Jenkins, Kubernetes and Helm to allow microservice development teams to promote their code to staging with zero outside intervention</li><li>● Pioneered acceptance test driven development, ensuring realistic tests are run on every feature branch against real dependencies and automated verification of acceptance criteria</li><li>● Created backlog for rewrite of Spark job execution service, ensuring developers had small, well-defined stories, high velocity, and low variance</li><li>● Implemented automated contract testing using Swagger annotations and code generation, ensuring breaking changes between services were caught at compile time</li><li>● Programmatically consumed kubernetes API to run graphs of Spark and non-spark ETL jobs and disaster models</li></ul> <p><b>Lead Enterprise Instructor, Galvanize</b><br/>October 2017 - October 2018</p> <p>Helped students from large enterprises bring their skills up to date with modern software development tools and practices</p> <p><i>Accomplishments</i></p> <ul style="list-style-type: none"><li>● Lived on-site at client locations around the world for 12 week intervals to teach classes of 30 students, ranging from entry-level to multi-decade solutions architects</li><li>● Taught outside-in software development, from inception through story writing, acceptance testing using selenium, React, Redux, Spring, mocking, injection, CI/CD, etc.</li></ul> <p><b>Lead Educational Software Engineer, Code Chrysalis KK</b><br/>June 2017 - September 2017</p> |

Led the first cohort of Code Chrysalis on-site in Tokyo

*Accomplishments*

- Created exercises including CLI education, low-level networking, event sourcing with Kafka, fleet tracking, mapping and visualization, relational databases, and in-memory document databases
- Taught classes by live-coding through exercises, creating and following objectives, and asking targeted questions
- Paired with students to get them past blockers
- Presented at meetups to grow brand recognition and sales pipeline

**Lead Enterprise Instructor, Galvanize**

July 2016 - June 2017

Helped students from large enterprises bring their skills up to date with modern software development tools and practices

*Accomplishments*

- Assisted in transition of 30 person cohorts onto a dozen product teams, paired with students and non-students on production problems, assessed team health, provided mentoring, process improvement, infrastructure improvements, and general consulting assistance
- Provided highly detailed, qualitative, actionable intelligence to Lab Managers
- Helped train Product Managers with XP process, Steel Threading, turning chores into stories, and achieving rapid feedback loops using Heroku Flow
- Significantly improved curriculum, including many new lessons and exercises, conversion to JVM, adaptation to Jenkins, Heroku, OpenShift, PCF, node, Spring, samba, minio, etc
- Helped steer strategic direction of Galvanize, including hiring strategies, curriculum development methodologies, talent-as-a-service placement pipeline, and alignment of consumer and enterprise offerings

**Software Architecture Consultant, AgilData**

February 2015 - July 2016

Worked with executive management and scrum masters on site at a scientific modelling company in the bay area to create an orderly software development process and continuous delivery pipeline.

*Accomplishments*

- Document, socialize, and implement git branching strategy
- Analyze, document, and simplify complex dependency graph
- Create repeatable continuous delivery pipeline
- Mentor scientists and engineers in Java ecosystem best-practices
- Work with scrum masters from a dozen scrum teams to create release process and set release cadence

**Sr. Software Developer, Zen Planner**

September 2014 - February 2015

Worked with management, developers, and product owners to create a migration plan to allow for transition from a Coldfusion server-based architecture to a modern and performant Java &

single-page-app (SPA) architecture.

*Accomplishments*

- Gained deep understanding of existing architecture and roadmap goals
- Transitioned to SPA architecture while maintaining business continuity
- Worked with developers to create continuous delivery pipeline
- Worked with scrum master and product owner to refine software development process

**Software Engineer, Melco Embroidery Systems**

May 2014 - August 2014

Assisted in creation of transition plan from C++ desktop CAD application to cloud-based platform.

*Accomplishments*

- Analyze existing architecture and file formats
- Gain understanding of problem domain and use-cases
- Investigate, devise, and document recommendations for transition
- Worked with developers to create web-based proof-of-concept

**Architect, ThinkTank**

March 2012 - May 2014

Worked with executives, developers, product owners, contractors, and consultants to create an architecture and migration plan from a proprietary software backend to a modern web and database stack.

*Accomplishments*

- Gained deep understanding of existing architecture and roadmap goals
- Created and implemented migration plan
- Created job descriptions and expand hire development teams
- Set technical goals for teams in India, Ukraine, and Denver
- Timely delivery of new software stack
- Passed audits which paved way for new customers and investment

**Contract Developer, eflection, Inc.**

Apr 2009 - Mar 2012

Worked at startup to create web-based CAD software for the building trades. The application consisted of separate ActionScript & JavaScript clients which coupled to a C# server. The server included a document storage database and a vector graphics file converter which could convert documents between formats like DWG, PDF, SWF, and SVG.

- Designed and implemented relational CAD file format with spatial indexing
- Created b-tree implementation for indexing relational data
- Developed quad-tree indexes for points, edges, and polygons
- Developed 2D/3D client software in WebGL & ActionScript / Stage3d
- Created C# vector graphics conversion engine
- Implemented Vatti & Weiler clipping algorithms
- Implemented geometric operations based on set theory and clipping
- Researched and implemented packing algorithm

