

NATHAN “NUG DOUG” DOUGLAS

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I'm looking for a role that blends systems thinking, creative autonomy, and technical depth — ideally at the intersection of machine learning, simulation, and infrastructure. I thrive in environments that value elegance, exploration, and play, where weirdness is a feature, not a bug. I want to expand the frontiers of science, benefit humanity, and blow minds.

EXPERIENCE

Senior DevOps/Platform Engineer

Oct. 2020 – Present

Agile Six Applications, Inc

San Diego, CA (Remote)

(on contract to the U.S. Department of Veterans Affairs)

- Migrated and modernized the VA.gov Check-In Experience products
- Served as Tech Lead for the VA.gov Content Management System product
- Served on a task force to improve hiring practices for DevOps engineers
- Hired multiple Senior Engineers and a Software Quality Architect
- Contributed to contract proposals and case studies
- Ensured and documented compliance with regulations across multiple products

Senior Software/DevOps Engineer

Jan. 2016 – Oct. 2020

Convention News Company

Midland Park, NJ (Remote)

- Architected infrastructure and built content and account management and backend services for FutureFlight.aero
- Designed and constructed API and backend services for Business Jet Traveler and Aviation International News
- Migrated all products from Acquia hosting to AWS, reducing yearly IT operating costs by 70%
- Developed bespoke app to centralize ad sales, subscriptions, and circulation data
- Guided and mentored junior engineers, emphasizing soft skills and engineering best practices
- Created and maintained Vagrant, Docker, and DrupalVM development environments
- Developed and maintained CI/CD pipelines for all products

Software Engineer

Jan. 2012 – Dec. 2015

DEVONtechnologies

Bietigheim-Bissingen, Germany (Remote)

- Developed, launched, and maintained multi-leader sync technologies for flagship apps
- Led the adoption of Agile project management and development practices
- Introduced CI/CD pipelines and other DevOps best practices

MAJOR PROJECTS

VA.gov Check-In Experience | Terraform, Node.js, AWS, GitHub Actions

Feb. 2024 – Present

CHIP (Check-In Integration Point) allows Veterans to check in for appointments at VA facilities.

LoROTA (Low-Risk One-Time Authentication) allows checking in quickly while protecting PHI/PII.

- Migrated infrastructure for CHIP, LoROTA, and related projects between AWS accounts
- Migrated Infrastructure-as-Code for all projects from CloudFormation to Terraform
- Introduced and wrote Terraform tests for automated testing of reusable Terraform modules
- Introduced and wrote system tests spanning multiple products and their upstream integrations
- Migrated from using IAM service accounts to OIDC role assumption
- Managed compliance and collaboration in ATO (Authority to Operate) and PDB (Product Decision Board) processes

VA.gov Content Management System | Drupal, PHP, Node.js, Ansible

Oct. 2020 – Feb. 2024

The CMS allows VA.gov content editors to create, edit, and publish content.

Content is delivered to VA.gov via a custom static build system.

- Directed primary development of the CMS's custom modules and ancillary services
- Maintained, upgraded, and refined CI/CD pipelines in GitHub Actions and Jenkins
- Parallelized test suite, reducing test time by 60%
- Led two major version Drupal upgrades of 8 - 9 - 10
- Refactored the CMS' internal content release management system to reduce toil and deployment stress
- Maintained and improved CI/CD pipelines for the content build and release processes
- Developed and documented procedures for disaster recovery, out-of-band deploys, etc

- Developed and maintained DDEV-based local development environments

FutureFlight.aero | *Drupal, PHP, Node.js, Ansible, CloudFormation*

Jan. 2019 – Oct. 2020

FutureFlight is an industry news site with a directory of EVTOL aircraft and related services.

- Architected server infrastructure for Drupal content management system
- Wrote Lambda function code for subscriber account services
- Designed and implemented infrastructure for subscriber account services
- Designed and implemented data model for EVTOL aircraft directory
- Implemented local development environments using DrupalVM

Business Jet Traveler | *Drupal, PHP, CloudFormation*

Jan. 2018 – Dec. 2018

Business Jet Traveler is a monthly magazine for private jet owners and operators.

- Designed and implemented data model for aircraft directory
- Wrote a map-based tool to visualize aircraft specifications
- Migrated all infrastructure from Acquia hosting to AWS in CloudFormation
- Implemented and maintained local development environments using Vagrant across multiple OSes

TECHNICAL SKILLS

Languages: JavaScript, Bash, Rust, Python, C, PHP, Go, Objective-C, Clojure

Infrastructure-as-Code: Terraform, Ansible, CloudFormation

Containerization/Orchestration: Kubernetes, Docker/Docker-Compose, LXC, Nomad

CI/CD: GitHub Actions, Jenkins, CodeBuild/CodePipeline

Logging/Monitoring: Datadog, CloudWatch, PagerDuty, Sentry, OpenTelemetry

Methodologies: DevOps, GitOps, DevSecOps, MLOps, Agile, Scrum, Kanban

Miscellaneous: JSON:API, GOFAL, Slurm, Consul, Envoy, Vault, L^AT_EX

EDUCATION

University of Nevada at Las Vegas

Las Vegas, NV

Bachelor of Arts in Computer Science

May 2009 – Dec 2011

University of Akron

Akron, OH

Bachelor of Arts in English Literature (Incomplete)

Sep 2006 – May 2008


Bowling Green State University

Bowling Green, OH

Bachelor of Fine Arts in Creative Writing & Bachelor of Arts in Philosophy (Incomplete)


Sep 2003 – Dec 2005


PERSONAL PROJECTS (JUST FOR FUN)


 **Whispers:** A self-organizing, belief-driven mesh where nodes propose, verify, and evolve solutions through dynamic, decentralized consensus (*Rust*)

 **Goldentooth:** Raspberry Pi Kubernetes/Slurm/Nomad Cluster/Chaos Zoo, infrastructure red in tooth and claw (*Ansible, Terraform, Bash*)

 **Blackpool:** An implementation of Bob Nystrom's Lox programming language and virtual machine (*Rust*)

 **Greenstone:** A cycle-accurate NES emulator (*Rust*)

 **Sunhouse:** A simple ray-tracing renderer (*Rust*)

 **CLORK:** A port (early stages) of *ZORK I* from the original microcomputer ZIL (*Clojure*)