

NATHAN DOUGLAS

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Platform engineer with 12+ years building infrastructure for distributed systems. Currently focused on ML/HPC infrastructure: Kubernetes, Slurm, GPU workloads. Seeking roles bridging platform engineering and scientific computing.

EXPERIENCE

Senior Platform Engineer

Oct. 2020 – Present

Agile Six Applications, Inc (contract to U.S. Department of Veterans Affairs)

Remote

- Migrated VA.gov Check-In infrastructure between AWS accounts; converted CloudFormation to Terraform
- Led VA.gov CMS team through two major Drupal upgrades (8 → 9 → 10) with zero unplanned downtime
- Parallelized test suite, reducing CI time by 60%; built system tests spanning multiple products and upstream integrations
- Architected content release pipeline serving VA.gov's 300K+ pages to millions of veterans
- Managed ATO compliance for PHI/PII-handling systems

Senior Software/DevOps Engineer

Jan. 2016 – Oct. 2020

Convention News Company

Remote

- Migrated all products from Acquia to AWS, reducing yearly infrastructure costs by 70%
- Architected infrastructure and backend services for FutureFlight.aero and Business Jet Traveler
- Built Lambda-based subscriber services and data pipelines for ad sales and circulation
- Established CI/CD pipelines and containerized development environments across all products

Software Engineer

Jan. 2012 – Dec. 2015

DEVONtechnologies

Remote (Bietigheim-Bissingen, Germany)

- Developed multi-leader sync system for flagship macOS/iOS apps with millions of users
- Introduced CI/CD pipelines and Agile practices to the development team

TECHNICAL SKILLS

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

Infrastructure-as-Code: Terraform, Ansible, CloudFormation

Orchestration/HPC: Kubernetes, Slurm, Docker, Nomad, Nextflow

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

Observability: Prometheus, Grafana, OpenTelemetry, Datadog, CloudWatch

Service Mesh/Security: Consul, Envoy, Vault, Cilium

PROJECTS

🦷 **Goldentooth:** Multi-node Kubernetes cluster with Slurm job scheduling, GPU compute, and JupyterLab; full observability stack and GitOps deployment (*Talos, Kubernetes, Flux CD, Slurm*)

🗣️ **Whispers:** Distributed agent mesh with decentralized consensus for emergent problem-solving (*Rust*)

💻 **Blackpool:** Bytecode compiler and virtual machine for the Lox language (*Rust*)

🎮 **Greenstone:** Cycle-accurate NES emulator with precise timing and hardware modeling (*Rust*)

🌈 **Sunhouse:** Physically-based ray tracer implementing path tracing and Monte Carlo sampling (*Rust*)

📄 **Clork:** Port of Zork I from the original mainframe MDL to modern Clojure (*Clojure*)

EDUCATION

University of Nevada, Las Vegas

Las Vegas, NV

Bachelor of Arts in Computer Science

Dec. 2011