

# NATHAN DOUGLAS

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Platform engineer with 14+ 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

<b>Senior Platform Engineer</b> <i>Agile Six Applications, Inc (contract to U.S. Department of Veterans Affairs)</i>	Oct. 2020 – Present
<ul style="list-style-type: none"><li>Migrated VA.gov Check-In infrastructure between AWS accounts; converted CloudFormation to Terraform with automated module testing</li><li>Led VA.gov CMS team through two major Drupal upgrades (8 → 9 → 10) with zero unplanned downtime</li><li>Parallelized test suite, reducing CI time by 60%; built system tests spanning multiple products and upstream integrations</li><li>Architected content release pipeline serving VA.gov's 300K+ pages to millions of veterans</li><li>Managed ATO compliance for PHI/PII-handling systems; hired senior engineers and QA architect</li></ul>	Remote
<b>Senior Software/DevOps Engineer</b> <i>Convention News Company</i>	Jan. 2016 – Oct. 2020
<ul style="list-style-type: none"><li>Migrated all products from Acquia to AWS, reducing yearly infrastructure costs by 70%</li><li>Architected infrastructure and backend services for FutureFlight.aero and Business Jet Traveler</li><li>Built Lambda-based subscriber services and data pipelines for ad sales and circulation</li><li>Established CI/CD pipelines and containerized development environments across all products</li><li>Mentored junior engineers on engineering best practices and professional development</li></ul>	Remote
<b>Software Engineer</b> <i>DEVONtechnologies</i>	Jan. 2012 – Dec. 2015
<ul style="list-style-type: none"><li>Developed multi-leader sync system for flagship macOS/iOS apps with millions of users</li><li>Introduced CI/CD pipelines and Agile practices to the development team</li><li>Collaborated with a distributed international team across multiple time zones</li></ul>	Remote (Bietigheim-Bissingen, Germany)

## 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

 <b>Goldentooth:</b> Multi-node Kubernetes cluster with Slurm job scheduling, GPU compute, and JupyterLab; full observability stack and GitOps deployment ( <i>Talos, Kubernetes, Flux CD, Slurm</i> )
 <b>Bitwit:</b> Spaced repetition platform for CS education with time-based grading and parameterized card generation ( <i>TypeScript, AWS Lambda, DynamoDB</i> )
 <b>Whispers:</b> Gossip-based mesh network with fraud-resistant distributed optimization via audited CRDTs ( <i>Rust</i> )
 <b>Distillation:</b> Knowledge distillation with Jacobian/Hessian regularization and adversarial training ( <i>Python, PyTorch</i> )
 <b>Blackpool:</b> Stack-based bytecode VM with mark-and-sweep GC, closures, and inheritance ( <i>Rust</i> )
 <b>Longtable:</b> Rule-based simulation engine with LISP DSL, immutable world state, and time-travel debugging ( <i>Rust</i> )
 <b>Greenstone:</b> Cycle-accurate NES emulator with precise timing and hardware modeling ( <i>Rust</i> )
 <b>Clork:</b> Zork I port with an OpenAI Gym-style RL training API ( <i>Clojure</i> )

## EDUCATION

**University of Nevada, Las Vegas**

*Bachelor of Arts in Computer Science*

Las Vegas, NV

Dec. 2011