

NATHAN DOUGLAS

📞 (330) 998-8049 | 🎭 clean.post9026@tenesm.us | 💬 linkedin.com/in/nug-doug | 🐾 github.com/ndouglas

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
<i>Agile Six Applications, Inc (contract to U.S. Department of Veterans Affairs)</i>	<i>Remote</i>
<ul style="list-style-type: none">Migrated VA.gov Check-In infrastructure between AWS accounts; converted CloudFormation to TerraformLed VA.gov CMS team through two major Drupal upgrades (8 → 9 → 10) with zero unplanned downtimeParallelized test suite, reducing CI time by 60%; built system tests spanning multiple products and upstream integrationsArchitected content release pipeline serving VA.gov's 300K+ pages to millions of veteransManaged ATO compliance for PHI/PII-handling systems	
Senior Software/DevOps Engineer	Jan. 2016 – Oct. 2020
<i>Convention News Company</i>	<i>Remote</i>
<ul style="list-style-type: none">Migrated all products from Acquia to AWS, reducing yearly infrastructure costs by 70%Architected infrastructure and backend services for FutureFlight.aero and Business Jet TravelerBuilt Lambda-based subscriber services and data pipelines for ad sales and circulationEstablished CI/CD pipelines and containerized development environments across all products	
Software Engineer	Jan. 2012 – Dec. 2015
<i>DEVONtechnologies</i>	<i>Remote (Bietigheim-Bissingen, Germany)</i>
<ul style="list-style-type: none">Developed multi-leader sync system for flagship macOS/iOS apps with millions of usersIntroduced 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 (<i>Talos, Kubernetes, Flux CD, Slurm</i>)
 Whispers: Distributed agent mesh with decentralized consensus for emergent problem-solving (<i>Rust</i>)
 Blackpool: Bytecode compiler and virtual machine for the Lox language (<i>Rust</i>)
 Greenstone: Cycle-accurate NES emulator with precise timing and hardware modeling (<i>Rust</i>)
 Sunhouse: Physically-based ray tracer implementing path tracing and Monte Carlo sampling (<i>Rust</i>)
 Clork: Port of Zork I from the original mainframe MDL to modern Clojure (<i>Clojure</i>)

EDUCATION

University of Nevada, Las Vegas

Bachelor of Arts in Computer Science

Las Vegas, NV

Dec. 2011