

Objective

To work within a company that makes full use of its employees' talents and will challenge them to grow and learn; all the while staying on top of current trends and new technologies.

Skills

Languages

JavaScript (ES5/ES6),
CoffeeScript,
SASS, CSS3
HTML5, Jade, Handlebars,
Ruby, Puppet DSL,
C#/C++/C,
Java, Clojure,
Bash, PowerShell

Development Tools

Vim, Tmux, Git,
NPM, Bower, Grunt, Yeoman,
RubyGems,
io.js, Node.js, rbnb
Jasmine, rspec, puppet-spec,
Trello, Travis-CI, GitHub,
Jenkins, Atlassian JIRA, Confluence &
Bamboo

Various Tools & Technologies

Ember.js, Ember-CLI,
Express.js, Passport (node.js),
MongoDB, Elasticsearch, Postgres,
Firebase,
DigitalOcean, OpenStack, VMWare
vCloud,
Twitter Bootstrap, Font-Awesome,
jQuery

Operating Systems

Ubuntu/Debian Linux, RedHat,
Windows

Experience

88 MPH Inc., Owner, Full-Stack Developer *Miami, FL* (August 2014 - Present)

- Building Client-Side Web-Apps for the future, with clean design and maintainable code-bases
- Mobile-first ideology; Twitter Bootstrap / CSS3 Media Queries Implemented for Responsive-design
- Ember.js utilized for its opinionated design; MV*/MVC architecture
- Ember-CLI providing future-proof, long-term maintainable code-bases
- Backend APIs include Node.js + Express + MongoDB Solutions; Firebase API for real-time applications
- GitHub + Travis-CI utilized for Continuous Integration/Delivery Pipeline
- DigitalOcean Virtualization; Server Provisioning Automated via DigitalOceanAPI + Tugboat Client
- Bash Scripting + Puppet for Configuration Management of live servers
- See Portfolio (below) for live application examples

Ultimate Software, DevOps, Site Reliability Engineer (Contract) *Weston, FL* (March 2014 - August 2014)

- Operated and maintained DevOps codebase and automation tools
- Opscode Chef (Ruby) for Configuration Management
- In-House OpenStack Virtualization Platform
- Unit testing and Continuous Integration accomplished via Berkshelf, Test-Kitchen and Jenkins CI Server
- Administrated OpenStack environment for team and outside dev teams
- Projects included automation of configuration & deployment for scalable monitoring/logging solutions including ELK stacks (Elasticsearch + Logstash + Kibana) and Sensu Monitoring stacks (RabbitMQ + MongoDB + Redis + Graphana)
- HAProxy providing redundant, load-balanced solutions
- Large-size SaaS provider; 10,000s of machines maintained, logged and monitored.

IPC: Independent Purchasing Cooperative, Software Engineer *Miami, FL* (March 2012 - December 2013)

- Software Engineer for C#/.NET Team; Creator & Maintainer of Continuous Integration environments
- Atlassian Bamboo CI Server; Puppet used for Configuration Management; VMWare vCloud private cloud
- Unit testing: Puppet-rspec; Pester for Windows Powershell
- Strict-adherence to TDD and Agile practices (and I mean strict)

Ultimate Software, Automation Tool & Test Engineer *Weston, FL* (June 2010 - March 2012)

- Worked with SaaS Network Operations Center team to automate maintenance processes and conduct automated testing via tools such as FitNesse, MSSQL Jobs, Windows Powershell.
- Windows PowerShell used with web development tools (cURL, Wireshark) to debug and perform root cause analysis.

- Worked with MSSQL Server 2005/2008 and Profiling tools to debug and implement reporting and monitoring solutions.
- Maintained thousands of live customer-facing servers hosting flagship ULTIPro software.

Interests

HTML5 Games

- Created HTML5 Games by utilizing HTML5 Canvas element with JavaScript
- Followed JavaScript module pattern to modularize and organize code more efficiently
- Unit tests implemented with Jasmine testing framework; Graphic design done with GIMP
- Participated in Ludum Dare #28; “One Bullet”, Won #12 in Humor Category (out of 2063)
- Code available on GitHub

Embedded Systems Programming (Nintendo DS)

- Utilized open-source C library “libnds” to implement games and demos for the NintendoDS.
- Implementation required use of GCC, GDB and C programming language
- Low-level CPU management and Memory Mapping & Allocation required to meet hardware-specific limitations.
- Code available on GitHub

Links

- Portfolio: <http://adnan-chowdhury.com>
- GitHub: <http://github.com/bttf>
- Development Blog: <http://blog.chewbonga.com>

Education

FLORIDA STATE UNIVERSITY Tallahassee, FL (2007-2011)

- Bachelor of Arts, Computer Science. Minor: Humanities