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Creator. Builder. Thinker. Tinker(er). Teacher. Leader. Beer Lover. Game Player. Ginger.

A product-focused technical leader passionate about user experience, systems infrastructure, and automation.

For me, writing code is a means to an end - I get fired up by building teams, products, and companies. I thrive when part of a passionate, driven team, especially when I have a large amount of ownership and responsibility. I have led teams, designed products, built applications, architected infrastructure, worked with customers, and have given presentations about all of it.

I am an engineer who likes working with and teaching people. I have to be passionate about what I'm building and where I'm building it. Being surrounded by brilliant, passionate people is icing on the cake.

EXPERIENCE

Deis Team Lead

April 2015 – present

Engine Yard, San Francisco, California

OpDemand, the creator of Deis, was acquired by Engine Yard in April 2015. I continue to lead both the open source project as well as the engineering team working on Deis within Engine Yard.

Deis Core Maintainer

March 2014 – April 2015

OpDemand, Boulder, Colorado

I work as a core maintainer of Deis, an open-source Platform-as-a-Service that leverages CoreOS and Docker. I love being a part of the Docker/CoreOS open-source ecosystem.

- * Plan and develop core platform features, mostly focused on deployment and high-availability
- * Consider DevOps-related concerns in Deis feature planning and development
- * Evangelize Deis at conferences, meetups, and hackathons
- * Give product demos and discuss Deis with potential customers

Site Reliability Engineer

February 2013 – present

Socrata, Seattle, Washington

One of two software engineers focused primarily on systems infrastructure reliability, tools, and automation. Significant work with Opscode Chef and Windows Azure. Socrata's infrastructure included a Rails front-end and Scala/Java backend, PostgreSQL, Zookeeper, Cassandra, Redis, HAProxy, nginx, Couchbase, Apache Traffic Server.

Left to pursue early-stage startup opportunities.

- * Wrote and maintained Opscode Chef cookbooks to automate infrastructure
- * Deployed full Socrata stacks to new strategic Windows Azure regions
- * Provided operations support to the engineering team, participating on the on-call rotation
- * Oversaw migration of monitoring system from Nagios to Sensu
- * Became an in-house Chef expert, working closely with Opscode (now Chef) for support of Enterprise Chef platform

Director of Engineering

March 2012 – December 2012

The Resumator, Pittsburgh, Pennsylvania

Principal technical leadership in the organization. Worked closely with the founder/CEO and leadership team. Grew the engineering team, oversaw all feature development, design, and implementation, and set engineering team milestones and direction.

Left to pursue life and adventure outside Pittsburgh.

- * Recruited, onboarded, and mentored key team members, growing team from two engineers to nine
- * Represented the engineering organization team's interests to company leadership
- * Oversaw the design, implementation, and release of all major features and products
- * Architected systems infrastructure to accommodate growth of platform and managed budget
- * Represented the company at local developer meetups and hackathons

Lead Software Engineer

September 2010 – March 2012

The Resumator, Pittsburgh, Pennsylvania

First full-time employee hired at The Resumator. I was the only software engineer for a year and half, and was responsible for all feature development and service reliability.

- * Designed, spec'd, and built major application features, including: a rewrite of the payment system and integration with Authorize.net, an in-house support system, and a Javascript integration to share jobs with Facebook, Twitter, and LinkedIn
- * Designed and managed fault-tolerant systems infrastructure on Amazon Web Services, including load-balancers, web servers, and MySQL database servers
- * Rewrote major parts of the codebase with a focus on scalability and reliability
- * Assisted with phone screens and interviews for engineers

TALKS

How We Scaled The Resumator (or, Lessons Learned from Jurassic Park)

August 2, 2012

AlphaLab, Pittsburgh, Pennsylvania

Spoke to an audience of 75 about the challenges we faced scaling The Resumator.

Slides available at <http://the.real.gingeneer.com/files/Scaling.pdf>

EDUCATION

B.S., Computer Science and Economics

University of Pittsburgh, Pittsburgh, Pennsylvania

CS focus: web development and system architecture

Conducted experimental and behavioral economics research