

SKILLS

- Committed to fostering quality engineering practices in the Platform Engineering space through collaboration, dialog and mentoring
- Proficient in languages including Golang, Python, Javascript and Ruby. Some professional experience in PHP, C and Objective-C
- Over six years experience running Kubernetes in production and deep familiarity with Kubernetes-native patterns and applications
- Passionate about application and platform design for flexibility, extensibility and maintainability
- Has designed, implemented and supported production-level microservices-based architecture as both a product developer and a platform engineer at multiple organizations
- Deep experience using a host of other DevOps/Cloud technologies in production including Terraform, Chef, Ansible, Packer, Consul, Vault, Cloud Foundry and others
- Over a decade of experience with Amazon Web Services and Google Cloud Platform

EXPERIENCE

- **Calendly** Remote
Senior Site Reliability Engineer *September 2020-Present*
 - As technical lead, facilitated the growth and development of a new SWE team focused on Developer Experience and Enablement with a focus on accelerating the SDLC for microservice adoption
 - Advocated for, designed, implemented and supported a 'paved-road' style IDP using Kubernetes-native technologies, supporting continuous deployment and the use of 'review applications' with on-demand infrastructure dependencies
 - Worked with product architects to advocate for forward-looking choices in the decomposition of a monolithic application into microservices
 - Developed self-serve tooling to aid in the rapid spin-up of new services, including self-service infrastructure with automated secrets management, platform onboarding of new services and sensible defaults for CI practices with escape hatches for special cases
 - Participated in migration of Rails monolith from Heroku to GKE
 - Tirelessly promoted a Platform Engineering mindset with an emphasis on the platform as a product ecosystem and on utilizing software engineering as a means of managing operational complexity
- **Tabula Rasa Healthcare** Charleston, SC
Platform Engineer *May 2019 - September 2020*
 - Implemented a set of python microservices to support rapid iteration on new platform capabilities including a paved-road style CI/CD system, automated access provisioning for engineers, business process automation and new service onboarding
 - Deployed and managed both the above-mentioned Internal Developer Platform and customer-facing production systems on Google Kubernetes Engine and CloudFoundry, respectively
 - Wrote and maintained terraform configuration for GCP and AWS
 - Developed an internal customer-facing Service Catalog for automation of infrastructure requests
 - Configured a fully-tested, self-bootstrapping Jenkins CasC deployment on GKE along with a highly generic groovy shared library to facilitate 'paved-road' pipelines for apps deployed to CloudFoundry.
- **Articulate** Remote from Charleston, SC
Software Engineer/Platform Engineer *May 2015 - April 2019*
 - Implemented and maintained a highly customized authentication solution for use across a new SaaS platform, extending Auth0's OAuth2 service to meet business requirements while minimizing costs
 - Designed, implemented and maintained multiple web apps and services in ruby (rails & sinatra) and node.js (hapi)
 - Oversaw the migration and sunseting of legacy in-house auth system
 - Implemented two terraform providers to enable IaC for two of our vendors - Ohdear and Okta
 - Consulted product developers in managing infrastructure configuration for their services

- Supported a production environment running in AWS Elastic Beanstalk, with Jenkins CI and a docker-based developer environment

- **Symbolforce**

Remote from Charleston, SC

November 2013 - May 2015

Web Developer

- Developed iOS applications for external customers
- Implemented a web-based collaborative musical performance app in support of a travelling electronic music exhibition
- Maintained and extended multi-tier microservices-based web APIs implemented in ruby for a prominent video game company
- Converted a top 100 news and entertainment site to an all-HTML5 video platform
- Managed client expectations and coordinated with third-party client vendors

- **Jack Russell Software Company**

Charleston, SC

May 2012 - October 2013

Programmer/Analyst

- Developed and maintained production web applications using Ruby on Rails and Sinatra
- Implemented generic, highly extensible configuration management for use across multiple services
- Represented engineering stakeholders in management of release cycle for all products
- Encouraged best practices to address productionization during development
- Deployed releases to QA and Production environments using AWS EC2

EDUCATION

- **College of Charleston**

Charleston, SC

Bachelor of Arts in Music

2009

REFERENCES AVAILABLE UPON REQUEST
