Chaz A. Straney

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EXPERIENCE

Calendly — Remote
Senior Site Reliability Engineer — *September 2020-Present*

- Participated in migration of Rails monolith from Heroku to GKE
- 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 services
- Developed self-serve tooling to aid in the provisioning of projects, infrastructure and other engineering concerns
- Promoted a platform-engineering mindset and an emphasis on the platform as a product ecosystem

Tabula Rasa Healthcare — Charleston, SC
Platform Engineer — *May 2019 - September 2020*

- Implemented python microservices to facilitate ticket automation
- Deployed and managed applications on Google Kubernetes Engine
- Wrote and maintained terraform configuration for GCP and AWS
- Developed a python-based customer-facing Service Catalog for automation of infrastructure requests
- Configured Jenkins CasC deploment on GKE along with bespoke 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
- Designed, implemented and maintained multiple web apps and services in ruby (rails & sinatra) and node.js (hapi)
- Oversaw the migration and sunsetting of legacy in-house auth system
- Assisted developers in managing terraform configuration for their services and contributed to the implementation of two terraform providers
- Supported a production environment running in AWS Elastic Beanstalk, with Jenkins CI and a docker-based developer environment

Symbolforce — Remote from Charleston, SC
Web Developer — *November 2013 - May 2015*

- Developed two iOS applications and one third-party client application
- Front-end modifications to various client sites, including conventional client-side javascript as well as bespoke client-side frameworks
- Maintained and improved multi-tier microservices-based web APIs implemented in ruby
- Managed client expectations and coordinated with third-party client vendors

Jack Russell Software Company — Charleston, SC
Programmer/Analyst — *May 2012 - October 2013*

- Developed and maintained production web applications using Ruby on Rails and Sinatra
- Assisted in management of release cycle for production systems
- Encouraged best practices to address productionization during development
- Deployed releases to QA and Production environments using AWS EC2
- Implementation of configuration management for flagship SaaS product using chef solo

Skills

- Proficient in modern web application architectural patterns including round-trip MVC and single-page applications.
- Proficient in multiple modern high-level languages including python, javascript and ruby. Some experience in Golang, C/C++ and Objective-C.
- Experience configuring and operating Kubernetes clusters, both self-managed and in Google Kubernetes Engine
- Proficient with industry standard DevOps tooling including docker, terraform, ansible, packer, consul and vault.
- Knowledge of and experience with Amazon Web Services and Google Cloud Platform

Education

- **College of Charleston**   Charleston, SC
  Bachelor of Arts in Music   *2009*

References available upon request