

Eric Timmerman

SOFTWARE ENGINEER

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Summary

Hard working and forward facing team member with a history in agile. Experience working with Go and Python GIS micro-services and large scale, parallel data processing. Additional experience debugging, maintaining, and extending a custom Linux distribution built on legacy code.

Education

Oregon State University

Corvallis, Oregon

B.S. IN COMPUTER SCIENCE

September 2010 - December 2015

- 3.13 GPA
- Systems Option
- Created alternative process and disk schedulers for the Linux kernel, for operating systems class; included patching and rebuilding the kernel
- Wrote system level C code using POSIX compliant interfaces and utilizing mutexes, sockets, and threads
- Further coursework in algorithms, ARM assembly, data structures, software development, electrical fundamentals, digital logic, and embedded C
- Senior project was a web frontend, written in Python with Flask, for interacting over the web with a automated cat feeder

Experience

Billups

Lake Oswego, Oregon

GO SOFTWARE ENGINEER

January 2019 - Present

- Wrote tests for Go for HTTP and rest functionality
- Created Go versions of Python migration tool for elasticsearch
- Built custom audience importer using PostGIS, tileservers, and Go
- Architected new designs for storing products using S3, elasticsearch, and SNS/SQS that integrated and expanded on existing definitions
- Produced many new features for Go micro-services for the in-house OOH planning tool
- Innovated and produced actionable solutions during hackathons, from new usages of existing data to testing frameworks
- Worked with a team of 4 backend engineers, and a total technology team of 15
- Helped with a transition to scrum development and performed scrum master responsibilities on a rotation basis

Spice Adult

Springfield, Oregon

CASHIER

September 2018 - December 2018

Billups / Boohma

Lake Oswego, Oregon

PYTHON/GO SOFTWARE ENGINEER

February 2018 - June 2018

- Worked on some Python micro-services for a audience demographic lookup tool
- Using Go, developed, as part of a team of 5, an efficient and cost effective data pipeline for processing over 4 billion data points in under an hour using an AWS server cluster
- Created highly parallel code in Go using advantages of AWS
- Wrote tests for Go and monitored pipeline progress using Prometheus, Grafana, and custom hooks
- Used agile methodologies with 2 week sprints
- Developed using an Ubuntu laptop

CDK Global

Portland, Oregon

SYSTEMS ENGINEER

July 2015 - February 2018

- Debugged large software on a custom CentOS Linux distribution using Strace, logs, performance tools, and strong knowledge of the codebase
- Analysed, isolated, and removed a custom kernel patch used for creating module for tracking user logins across non-traditional logins using added functionality in the proc filesystem
- Using Anaconda for CentOS regularly installed and configured the distribution utilizing a custom text based installer
- Debugged systems level code in C for interacting with a legacy database
- Researched, chose, and, during a hackathon, implemented a new testing suite using Avocado, an autotest inspired test framework
- As an 'ambassador' led the charge in adoption of continuous integration techniques in the team using Bamboo, git, and Docker, including creating a git-flow and continuous integration templates for other members'
- Worked with 12 people to solve complicated software problems using agile
- Fully converted the software build system, from recursive Makefiles to Scons, a Python build framework, leading to 80% gains of speed and size. This required managing multiple build tools such as GCC, RPM, and RPCGen
- Programmed with Python, Bash, C, Go, PHP, led regular use of git and Atlassian product, and used VirtualBox, VCenter, and Vagrant for regular testing in sandboxed environments
- Managed systems using Puppet, Ansible, and a continuous integration system (Bamboo) in a system upgrading process from CentOS 5 to 7
- Exported legacy Linux system to AWS using Docker, in the process eliminated numerous custom patches to open source packages
- Bootstrapped and managed PostgreSQL instances

Puppet

Portland, Oregon

RELEASE ENGINEERING INTERN

June 2014 - September 2014

- Worked on software packaging and build automation using Ruby and Rake, the software packaging included Debian and RPM and was extending automation using templated packaging files
- Using Linux virtual machines repackaged multiple FOSS packages for AIX, Mac OS X, Solaris, Debian, and Redhat
- Created a solution for Ruby Gem signing using GPG detached signing
- Integrated with the full time team and worked in the same capacity as a full release engineer using agile principles
- Used VMWare and Vagrant to test across the multiple flavors of Linux to ensure package validity
- All code was hosted on Github and keeping public and private code separate was paramount, leading to strong git skills

La Sells Stewart Center

Corvallis, Oregon

AV TECHNICIAN/BUILDING MANAGER

August 2010 - June 2015

- Worked with clients to ensure proper setup of rooms and catered to their needs during events
- Coordinated with a team on sound and lighting design and on implementation
- Moved equipment into proper positions and set rooms according to strict guidelines with a team

Honors & Awards

June 2010 **Eagle Scout**, Boy Scouts of America

Portland, Oregon

June 2008 **Vigil Honor**, Honor Society of Scouting

Portland, Oregon

Spring,
2011 **Alpha Lambda Delta**, Freshman Honor Society

Corvallis, Oregon

2011-2015 **Triangle Fraternity**, Fraternity for Engineers, Scientists, and Architects

Corvallis, Oregon