Daniel Register

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Professional Summary

- Experienced Senior Cloud Platform Engineer with 9+ years in software development and a master's degree, specializing in Java, Python, and Go.
- Proven track record in architecting scalable solutions, leading teams, and implementing robust CI/CD pipelines.
- Passionate about solving complex problems, improving efficiency, and driving innovation.
- Seeking a challenging role in application development within a cloud-native environment.

Professional Experience

Clover Network Inc, Senior Cloud Platform Engineer II (August 2022 - Present)

- Multi-tenant kubernetes platform using Kubernetes, Helm, Argo, Istio, GKE, Terraform, Jenkins, Puppet.
- Active in the provisioning, configuring, and automation of clusters
  - Terraform-backed infrastructure creation with cascading modules
  - Kubernetes IAM creation and assignment
  - Ephemeral local clusters for testing multi-cluster interactions and failover
- Led efforts:
  - Multi-cluster comms with Istio: cross regional, routing filtering, DR enabling
  - Disaster Recovery: 15min RTO, autonomous CloudSQL replication and replacement, network pathways and failover methodologies, RunDeck and cloud function backing
  - Multi-cluster deployments with ArgoCD
  - Many-to-many cluster-VM dev environment network rules to extend reusability
  - Removed 1M orphaned Redis entries in our production environment
- Liaison with SRE, Network/Infra, Devops, and Application teams to meet business needs
  - Intimate knowledge of our VM-management puppet baseline to make educated network and infrastructure decisions that mesh with existing paradigms
  - Coached platform consumers to right-size hardware requests, saving $100k this year
  - Encouraged the use of repeatable patterns for application developer

Lockheed Martin, Staff Software Engineer (July 2015 - August 2022)

- Performed OpenGL re-architectures on two separate programs, increasing performance by 1000x on each, saving an est. $1M custom hardware redesign
- Was on a small team for DIAMONDShield that:
  - Created a modular UI component library to enable developers to focus on features
  - Created VM RHEL servers and configured them to serve, behind a loadbalancer: 1TB geodetic imagery, terrain elevation (found, stitched, formatted), grid processing
  - Personally encapsulated third-party gantt library to conform to existing patterns that was used on 70% of UI pages

- Led a team of 7 engineers on Jemini, creating and assigning tasks, and:
  - Integrated new functionality (~50k lines) into fork of 3M line UI baseline
- Created backbone generics-based eventing system to process arbitrary messages (19k line effort over six weeks)
  - Effort included simulation to test messaging and harden for early delivery
- Within six months of joining RAIL:
  - Recognized, surfaced, and resolved intractable test loop that had previously cost 12+ months of man-hours
  - Rewrote backend for 80% of UI
  - Refactored test framework to allow for non-developer-blocking UI unit tests
- Graduated Lockheed's Leadership Development Program

Education

- Master of Engineering in Software Engineering (2018, UC Colorado Springs)
- Bachelor of Science in Mechanical engineering (2016, UC Colorado Springs)
  - Minors in Computer Science and Mathematics

Technical Skills

Programming Languages	Java, Zsh/Bash, Python, Golang, TypeScript, JavaScript, C++
Virtualization	Kubernetes, Google Cloud Platform (GCP), Google Kubernetes Engine (GKE), Docker, Podman, KinD, bare metal, RHEL, Dell EMC (iDRAC6)
CI/CD, IaC	Jenkins, Puppet, ArgoCD, Helm, Terraform, Nexus, Ant, Maven, ChartMuseum, GitLab container / artifact registries, Harbor, Docker Hub, Quay
Frontend Frameworks	Swing, AWT, JavaFX, RCP, RAP, SWT, FlexGanttFX, Angular, Cesium, WorldWind Java, OpenGL with JOGL
Backend Frameworks	Spring Boot, JBoss (Wildfly) with Java EE
VCS	Git (with GitHub, GitLab, Bitbucket, Gitea), Mercurial
Agile tools	JIRA, Confluence, GitHub/GitLab/Twiki wikis