David Watson

🤊 Pittsburgh, PA ၆ (412) 614-9301 @ david@davidwatson.org

Summary

A flexible software developer-deployer-designer seeks consensus composing components front-to-back into finished, full-stack, shipping software. Costs have scaled down to ~nil as desktop, cloud and mobile matured. **Tamed complex ideas into solid tech by making sense of sketches and prototypes in user's hands** around the world until design-development-deployment phased productization.

Experience

C++, Python 3, NodeJS, Typescript, Docker/Kubernetes

Pittsburgh, PA

- <u>Carnegie Mellon University</u> Senior Member of Technical Staff, ETC
- <u>Caterpillar</u> Tech Consultant (1099) C++/GCC/Linux ZCU-104 PYNQ Terrain Vis.
- Wyvern Tech Consultant (1099) NodeJS, TypeScript, Docker(compose), k8s

Caterpillar ⊕ 2018-2020

Software Engineering Specialist

Pittsburgh, PA

- Assembled Sensor Storage for Edge Network on Kubernetes using Python 3, Minio, and PostgreSQL with a team of 4 engineers
- Collaborated with senior IT staff of 12 over planning and long-term implications of hyperconverged infrastructure on cloud native for storage

Rent Jungle (RainMaker (RealPage)) 🜐

Senior Software Engineer

2016-2018 Pittsburgh, PA

- Led weekly retro to 2x better cadence, communication, velocity, and teamwork
- Crafted Scrapy (python 3) crawler on Django, PostgreSQL, k8s (Tor)

Wellbridge Health 2015-2016

VP Product Development

Pittsburgh, PA

- Led 4-person interdisciplinary design team through HIPAA-compliant EmberJS
 SPA MVP designed and delivered in collaboration with MAYA Design
- Developed REST API backend using Python 3/Django, <u>DRF</u> and PostgreSQL serving EmberJS SPA on Aptible with 4-person team

Hire an Esquire (Major, Lindsey, and Africa) 🜐

2014

VP Engineering

Pittsburgh, PA

- Led a team of 6 through a lean Python 3 redesign and refactoring of the entire UI/UX from legacy MVP Franken-Django system for attorneys and agents
- Reduced daily production firefighting by more than 50% using nimble methods, automated tests, CI/CD, code review, and design review

Forever (#) 2013-2014

Senior Software Developer Pittsburgh, PA

- Prototyped full-stack front-end (Bootstrap) to back-end (Heroku) cloud proto of idea in 2 weeks on Python 3 before porting MVP Python -> Ruby on Rails
- Enabled the company to move from 0 sales to strong market traction in under a
 year after releasing 1.0 e-commerce platform finished @ Neo, Columbus, OH

Worldview

Linux

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arch debian redhat fedora ubuntu

MacOS

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BSD

Windows

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WSL 2

Containers

Docker, Podman, LXC/LXD

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Virtualization

Proxmox, KVM

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Private Cloud

Kubernetes, k3s, minikube

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k8s, helm

Public Cloud

AWS, GCP, Azure

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aws, gcp, azure

Databases

MySQL, PostgreSQL, SQLite

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Frameworks (Scaffolding)

Django, Flask

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RoR

Programming Languages

C++

Microsoft VS Code and GCC

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Markup

HTML, CSS, MarkDown (MD)

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Python (2.x and 3.x)

OO, functional, OOA, OOD

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Ruby

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Shell

bash, fish, zsh

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Code and References

Available On Request

SMaSh - Brainstorm SMS Technologies (Mind Matrix)



2011 - 2012

Senior Engineer

Pittsburgh, PA

- Wrote conversational text systems (like twilio) in Python/PostgreSQL
- Supported large SMS text campaigns from Pittsburgh Steelers to Miller-Coors

Wellspring Worldwide @

2010-2011

Software Development Manager

Pittsburgh, PA

- Pioneered SRE culture from legacy data center to SaaS VMWare CI/CD modernization with a team of 12 Engineers
- Built DevOps systems using Capistrano (Ruby), Mechanize (Python), and Selenium with dev team of 2 Sys Ops Engineers and 4 Test Ops Engineers

Applied Perception (Foster Miller (Qinetiq))

2008-2009

Project Engineer

Pittsburgh, PA

- Visualized XML sonar data in python backend/C++ GUI application on Windows
- Ported Microsoft C#.net Windows GUI to C++/Qt/Linux for OCU deployment

NOMOS (North American Scientific, Best Medical) 🜐

2006-2007

UI Software Engineer

Pittsburgh, PA

- Contributed C++ QA tests and code reviews to CORVUS FDA-regulated radiation oncology product with dev team of 12 and QA team of 4
- Prototyped wireframes and rendered storyboards in C++/Python2/Qt for adaptive 4D treatment planning with team of 4

MAYA Design (BCG) @

2004-2006

Software Design Engineer

Pittsburgh, PA

- Built python REST backends emitting JSON for consumption by AJAX frontends on dev team of 4 building dhs.net, A+ Schools, 3RC websites
- Demoed GUI floor-plan Zigbee wireless lighting designer IoT PoC in C#.net/COM/Visio on Windows for Lutron/Phillips 1 week from designer sketch

Cobind @

2003-2004

Cofounder Pittsburgh, PA

- Collaborated on Linux Tools startup with cofounder and consultant where we borrowed cobind concept signifying binding an app with its OS
- Received worldwide press from USA to Norway to Australia around Linux products after winning Idea Foundry Fellowship; wrote python2 ops code

PersonaCulture

Software is a cooperative binding game of develop-mentor peer-pairs trading roles.

Just as singers scat and jazzers trade fours: Improvisation for Agile AI requires rules, invisible or not. Splitting the room to scale pizza box teams of 1, 2, 4, 8 human-computer-sensemaking peers isn't the answer. From human to computer, solo or group, cluster to cloud: peers and pairs are canonical in software from bits and bytes to social networks.

Education

Duquesne University (4)



BS/BA

Awards

Top 100 Award

The MAYA Design team built AJAX, web components, and mapping APIs earlier than most. Team members launched realizi ng empathy, a music school, and more with help from likeminded MAYAns.

Transformation Fellowship Idea Foundry

Open Source is a Social Contract

My First FOSS Contribution

My Pull Request on Github

My Reactive Resume/Docker

My Github Profile

My LinkedIn Profile

Beliefs Become Values

Crystal Clear (Cockburn)

Lean Software (Ries)

HC Sensemaking (Pirolli)

Literate Programming (Knuth)

Peopleware (Demarco, Lister)

Continuing Education

Git Foundations Workshop

RDBMS @ MIT

PyCon

Design thinking matters.

PersonaCulture continued

Rather rules vary to harmonize chord changes in real-time-vrun-time, as Joe Beda said about Kubernetes.

Splitting the room to scale pizza box teams of 1, 2, 4, 8 HCI peers isn't the answer. From human to computer, solo or section, peers and pairs are canonical in software from bits and bytes to strengths and weaknesses.