

DAVID CONNER

I'm an engineer with experience in networking, databases, containers, and web applications. I'm looking to transition into a role that leverages software to solve domain-specific problems, whether as an application programmer or devops. I have experience integrating disparate systems with minimal service interruptions and no loss of data.

I'm fast learner with a thirst for staying ahead in the technology world. When practical, I prefer the source code as documentation for most tools.

- » **Hobbies:** FOSS, Learning, Painting, Drawing, Kaggle, Electronics, Dance, Board Games, Writing
- » **Apps:** Blender, Krita, FreeCAD, OpenCascade, Inventor, Matlab, IRC

»»» Formal Education

- Virginia Western Community College
2006 - 2008; 2021 - **Mechatronics S.E.T.**
- » Obtained a Cisco CCNA certification (2008)
 - » Studied design, manufacture, electronics, CNC and safety
 - » Planning one course per semester to utilize the Fab Lab
- Virginia Tech
2004 - 2006; 2008 **Computer Science**
- » Studied Computer Science. Dropped out to compete in jamskating at a national level

»»» Continuing Education

- Coursera
2012 - **Perennial Education**
- » Certificates: Epigenetics, 2014; Bioinformatics I/II, 2015
 - » Other: Machine Learning, 2012; Drugs in the Brain, 2014
- Self-Directed Study
2015 - **Perennial Education**
- » Watched at least 1,000 hours of YouTube lectures on mathematics, engineering and emerging fields.
 - » Used the zettelkasten method to synthesize insights from dozens of fields. Wrote essays combining cybernetics, semiotics, artificial intelligence, agency and sociology
 - » Designed a graphics library for Swift to leverage functional composition for dynamic rendering pipelines using features unique to Metal
- Homelab
2021 - **Automation**
- » Developed ansible playbooks SDN for VLANS, Firewalls and IP Migration
 - » Created a Guix System image for GPG and Smallstep CA
- Workshop
2021 - **Learning Craftsmanship For Independence**
- » Modifying online designs to build a workbench and shelving
 - » Organized a workshop for woodworking, electronics, and making art supplies

»»» Summary

- » **Lang:** Bash, Ruby, Python, JS, TS, Clojure, Emacs Lisp, Scheme, Julia, Scala
- » **Tools:** Emacs, Org Mode, Direnv, Ansible, KDE, i3, VTY, GNU Screen, pyenv, poetry
- » **Data:** Reporting, ETL, Postgres, MSSQL, SQLite3, Parquet, jq
- » **Security:** GPG, PIV, CA, Firewalls, Crypto
- » **Linux:** RPM, Guix, Docker, Podman, LVM
- » **Cloud:** Terraform, k8s, GCP
- » **Homelab:** SDN, VLAN, Proxmox, SR-IOV, UPS/Power

Interests: Math, 3D Graphics, 3D Design, Philosophy, Futurism, Writing, Linguistics, Semiotics, Bioinformatics, Epigenetics, Colorimetry, Logistics, Materials

»»» Experience

- Virginia Western Community College
2022 - 2023 **Engineering Student Aide**
- » Maintained Ender-3 Pro and Raise3D printers. Synced Ender-3 configurations for PLA plastics
 - » Created an Autodesk Fusion CNC config for a Velocity CNC
 - » Collected notes on almost all equipment including support links and digital copies of manuals
- RAKE Digital
2018 **Cloud Engineer**
- » Used MS SQL table metadata to quickly learn the accounting database schema for Millennium and ReadyPay
 - » Designed an application stack with LoopbackJS and Angular 6 to automate payroll tasks in Azure
- Voxcel (Startup)
2015 - 2017 **Founder**
- » Voxcel enabled fans to score their impersonations of movie quotes and accents
 - » Built a Rails API to back prototypes in iOS, Android and AngularJS. Each client processed and visualized the FFT
- Oscil8 (Startup)
2011 - 2015 **Founder**
- » Oscil8 was designed to be the "Github for Music Producers"
 - » Developed a business model and strategic vision
- Left + Right (Contract)
2014 **Software Developer**
- » Developed a web service to extend a Ruby on Rails application with reporting on SQL Views
 - » Cached report results in MongoDB to enable a dashboard
- Jumpcloud
2013 **Software Engineer**
- » Full stack development using a NodeJS API and MongoDB
 - » Integration tests using Mocha, Selenium and Soda