

Jonathan Strickland

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Work Experience

Metafy

Senior Software Engineer (June 2022 - September 2022)

- Backend Ruby development work using Hanami, Algolia, and GraphQL
- Documented onboarding process to new codebase, highlighting challenges encountered in a shared "Things I Got Stuck on in the Codebase" document
- Investigated and implemented enhancements to search indexes, enabling filtering coaches by additional criteria (character, position, popularity) in real-time
- Laid off, along with 20% of the company, shortly after starting

Recurse Center

Participant (March 2022 - June 2022)

- Attended a self-directed educational retreat for 12 weeks to improve my skills as a programmer
- Reverse-engineered Super Smash Brothers Melee GameCube, creating a Rust program "melee-inject" to build new executable game images with replaced character textures
- Presented work in front of peers: ["Parsing and Transforming Super Smash Bros. Melee"](#)
- Presentation was featured as the first ["Dispatches at RC"](#) upload

American Eagle Outfitters

Systems Engineer (December 2016 - January 2022)

- Built relationships with technology teams across the organization, working to understand needs, improving efficiency of code lifecycle and promotion pipeline
- Installed, patched, maintained, and upgraded diverse infrastructure including Atlassian Bamboo, Bitbucket, Concourse CI, JIRA, JFrog Artifactory, Pivotal CloudFoundry, F5 BIG-IP LTM
- Developed and maintained continuous integration pipelines for applications and provisioned infrastructure, empowering teams to create pull requests to apply changes, using Python, Bash, Rust, Haskell
- Worked in multidisciplinary team for initial deployment of eCommerce API Gateway, solving performance and reliability problems along the way
- Used Terraform to provision cloud environments, developing modules for different components of American Eagle infrastructure on AWS, GCP, GKE
- First responder for on-call rotation, addressing production AE.com issues, failures in build + deployment automation
- Used Terraform + Bamboo to create self-service "ephemeral environments" - when any UI developer opens a pull request, a new environment is launched, the new code is deployed, a DNS record is set up, the developer is sent a link to the live environment on their pull request to validate
- Received many awards and nominations from peers and managers, including 2019 Eagles Elite "in recognition of your determination to go above and beyond at AEO and exemplifying innovation and teamwork"

Industry Weapon

Contractor (December 2015 - June 2016)

- Evangelized greater use of version control, unit tests, documentation among my teams, resulting in a self-hosted gogs (go git service) instance (eventually was used by all development teams)
- Developed and shipped many custom software integrations for our digital signage platform using modern development practices to meet customer needs, regularly automating time-consuming parts of the development process
- Used Flask to develop secure, RESTful APIs with token-based authentication to serve as a backend for web applications

- Automated deployment process for Python applications using single executable with dependencies and application code self-contained inside
- Identified, documented, began discussions about RCE vulnerabilities in core parts of our codebase
- Worked with other developers to fix bugs in a decade old PHP web application using Bugzilla

Cytobank

System Administrator (January 2014 - August 2015)

- Used Puppet and Ruby scripting extensively to automate configuration of dev and prod servers
 - Participated in regular on-call rotations, responded to production outages
 - Worked on a team of 3 to facilitate migration of customers from physical OpenVZ hosting provider to AWS, organizing downtime, executing migration for most hosts
 - Educated rest of team on infrastructure through meetings, recorded videos, thorough documentation
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Projects

melee-inject

<https://github.com/djanatyn/melee-inject>

- Rust reverse-engineering project to replace character texture files in Super Smash Bros. Melee for the Nintendo GameCube
- Transforms GCM filesystem table, replacing existing file entries and adjusting subsequent offsets, adding necessary padding
- Uses `codegen` crate to generate structs (with doc comments) for every character's data files

fetch-followers

<https://github.com/djanatyn/fetch-followers>

- Rust package to download account information from Twitter API, serializing to SQLite database
- Uses tokio framework + message passing over channels to fetch data and update database (asynchronously)
- Packaged using nix flakes, runs daily as a systemd oneshot unit on a timer

resume

<https://github.com/djanatyn/resume>

- Haskell project to generate this resume! (demonstrating reproducible build principles)
 - Uses dhall for structured input data, blaze-html for generating markup, nix for managing build instructions + dependencies
 - pdf generated using wkhtmltopdf and custom stylesheet
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(this resume [built with...](#))

- [NixOS/nixpkgs \(d4324a2c\)](#)
- [GHC 9.0.2 \(6554ff28\)](#)