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

Recurse Center

Participant (March 2022 - June 2022)

- 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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- ghc 9.0.2 (rev 6554ff2843d53dddeb875cb145ab892725eac54c)
- nixos/nixpkgs rev d4324a2c4a0c6f6c1cbb7e3332d5079226ae161c