

# Daniel Starner

## Software & Infrastructure Engineer

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### Recent Experience

#### Salesforce + Heroku / Senior Runtime Infrastructure Engineer

September 2021 - PRESENT, Remote

Working with a small team to adapt & refactor core, critical code paths of our cloud Platform-as-a-Service to migrate the container runtime manager from Upstart to Systemd, which will allow the project to upgrade its internal services and Linux versions.

Performed engineering design & sysadmin tasks to Heroku's global Platform-as-a-Service, building and integrating features used by millions of applications around the world.

#### Rise Nutrition / Software Engineering Lead

August 2021-Present, Buffalo, New York

Designed & built a full multi-tenant, sports-nutrient-oriented SaaS product, encompassing a Python Django web API, Nextjs & React web dashboard, and a React Native mobile app that is deployed to both the App Store & Google Play. The advanced system tracks nutrient consumption & timing and provides recommendations to optimize athletes' performance outputs and provide more insight for their coaching & medical staff.

#### Bloomberg L.P. / Senior Infrastructure & Site Reliability Engineer

September 2018 - August 2021, New York City, New York

Designed and implemented a generic cloud infrastructure management system that is used across both proprietary and public cloud data centers, managing +5,000 machines - both virtual and bare metal - across +70 clusters. Leveraged open source tools such as Terraform, Ansible, Kubernetes, Helm, and more to ensure consistency across our environments using GitOps best practices.

Orchestrated infrastructure using interwoven micro-services written in Go, Java, and Python Django, and is served to end-users through React web interfaces and command-line interfaces (CLIs). The system is used by internal data services teams to manage and deploy their products for global company consumption.

Designed and maintained an internal CI/CD tool built on top of Jenkins which provides extensive testing, building, artifact publishing, and release management with very little boilerplate code for repositories, allowing teams to build and release their projects faster without needing to worry about writing CI/CD workflows. The project enforces popular workflow strategies - such as GitFlow or TrunkFlow - in modular, project-agnostic components.

### Education

#### SUNY University at Buffalo / Bachelor's of Science in Computer Science

August 2015 - May 2018, Buffalo, New York

Vice President of the local Association for Computing Machinery (ACM) Chapter

Assisted the Computer Science & Engineering program with redesigning, modernizing, and improving courses in the major to be more academically competitive.

### Passions & Projects

#### FIRST Robotics / Engineering & Public Relations Mentor (*Team #354: The G-House Pirates*)

Help to inspire the next generation of engineers & leaders by competing in the FIRST Robotics Competition, where students learn technical and soft skills through the design, manufacturing, and assembly process of a robot. Personal mentoring focus on the Programming, Computer-Aided Design (CAD), & Public Relations areas.