Daniel Starner **-** Cloud & Web Infrastructure Engineer

Site & Blog: https://danstarner.com · **GitHub:** dstarner · **LinkedIn:** in/danstarner

RECENT EXPERIENCE

SALESFORCE (HEROKU)
Senior Runtime Infrastructure Engineer

Remote
Sept 2021 - Present

Redesigned & simplified critical code paths of our global Platform-as-a-Service to modernize the container runtime manager, operating systems, and deployment processes. These enhancements decreased application start time, reduced system complexity, and streamlined upgrading of other systems across the product.

Assisted the organization's migration towards Infrastructure-as-Code best practices, including onboarding dozens of applications and clusters to Terraform and Terraform Cloud, implementing Open-Policy Agent checks to secure resource management, and teaching other teams how to migrate their own infrastructure.

BLOOMBERG, L.P.
Senior Production Engineer
Senior Site Reliability Engineer
Software Engineering Intern

New York, NY
2020 - 2021
Sept 2018 - 2020
May 2017 - Aug 2017

Designed and implemented a generic cloud infrastructure management system 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 via 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 a Jenkins CI/CD plugin that provides extensive testing, building, artifact publishing, and release management with very little boilerplate code for repositories, allowing teams to develop and release their projects faster without worrying about writing CI/CD workflows. The project enforces popular workflow strategies - such as GitFlow or TrunkFlow - in modular, project-agnostic components.

RISE NUTRITION
Co-Founding Software Engineer

Remote
Sept 2019 - 2021

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 deployed to both the App Store & Google Play. The system is used by collegiate and professional sports organizations.

Designed a nutrition-tracking system that computed and aggregated consumed nutritional information at the individual, position, and team levels for sports organizations. Integrated with 3rd-party Nutrition database services and included a meal recommendation system based on the stored data.

EDUCATION

SUNY UNIVERSITY AT BUFFALO
Bachelor of Science in Computer Science

Buffalo, New York
2015 - 2018

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.

VOLUNTEERING

FIRST INSPIRES ROBOTICS COMPETITION TEAMS 354 & 5590

2016 - Present

Led the next generation of engineers & leaders by competing in the *FIRST* Inspires Robotics Competition, where students learn technical and soft skills through the design, manufacturing, and assembly process of a robot.

Mentored students across the Western New York and New York City regions. Personal mentoring focuses on the Programming, Computer-Aided Design (CAD), & Public Relations areas.