

Devin Brite

A.S., Computer Information Systems

New York, NY, USA
dwbrite@gmail.com
+1 (774) 293 8465

dwbrite.com
github.com/dwbrite

I'm a software developer specializing in backend development, infrastructure, and devops. I'm also interested in and have explored embedded firmware, rendering, and electrical engineering.

Experience

DevOps Engineer

June 2022 - Dec. 2022 (Acquired by Netwrix)

Remediant, Inc. - San Francisco, California (Remote)

I oversaw our SaaS infrastructure, managing Kubernetes clusters and a range of AWS services.

Using Python and Terraform, I administered VLANs, deployed and configured application and logging stacks (ELK), and implemented monitoring and alerting systems to maintain SOC2 compliance.

Following a major outage I led an initiative to refactor our project infrastructure, breaking down the Terraform into isolated modules with clear dependency chains.

Full Stack Development Intern

Jan. 2019 - July 2019

ProGlove - Munich, Germany (On-site)

I primarily developed the backend and infrastructure for [ProGlove Insight](#) - a platform which enables analysis of scans from ProGlove devices, used to optimize customers' manufacturing and logistics processes.

I designed, documented, and implemented Insight's [API](#) using Python and AWS Lambda for event processing, collection, and retrieval; IoT Core for MQTT message ingest; and S3 and DynamoDB for long-term storage and caching.

Additionally, I used CloudFormation to define and deploy Insight's infrastructure, and Golang to prototype a separate (unreleased) project.

Co-Founder

Sept. 2022 - Present

The Basement Makerspace @ [Woodbine](#) - Ridgewood, NY

As a co-founder of "[The Basement](#)" at Woodbine, I helped transform the unused basement into a vibrant hackerspace and I spearheaded the creation of the electronics lab. I actively contribute to 3D printer operations and maintenance, weekly events such as member meetings and open houses, and spontaneous space-improvement sessions.

Projects

I enjoy programming outside of work, and I'm always learning something new. In no particular order, some of my favorite personal projects are:

- [Personal Website](#) // full stack, infrastructure, and more (*JavaScript, HTML, Sass, Rust, Terraform*)
- [D&D Druid Cards](#) // printable cards for druid spells (*JavaScript, HTML, CSS*)
- [Particle Rendering Demo](#) // rendering hundreds of thousands of unique sprites (*WebGPU, GLSL, Rust*)
- [Pokemon](#) // a semi-functional pokemon clone (*Kotlin*)
- [Teensy 3.2 Firmware](#) // cooperatively written firmware for the Teensy 3.2 (*Rust*)
- [NeoPixel Driver](#) // nop-based NeoPixel driver for the Teensy 4.x (*Rust, Assembly*)