

Erik Sjöholm

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OBJECTIVE

To further my personal professional development and achieve something greater than myself.

SKILLS

Languages: C#, Java, Python, Javascript, C, SQL, PHP, x86 assembly (MARS), CSS

Technologies: Elasticsearch, MSSQL, MySQL, PostgreSQL, ASP.NET, AWS (Elasticsearch, SNS/SQS, EC2, S3, EBS, ECR/ECS/Fargate, DynamoDB, RDS, Lambda, Cloudformation, CloudWatch/CloudTrail, Route53/Cloudfront/VPC, IAM/Secrets Manager, WAF), Active Directory, BMC Networker, CommVault, IIS, Exchange, O365

Systems: Windows, Linux, FreeBSD, JunOS, Cisco IOS

Processes: Agile, Scrum, Kanban, Waterfall, SDLC, TDD, ITIL

Tools: Jira, Confluence, Bitbucket, TeamCity, VSTS, Github, Maven, Gradle, bash, PowerShell, git

EXPERIENCE

Zapproved, Portland, Oregon

Software Engineer

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2018 – current

- Reduce the barriers of entry to distributed systems and established expert in Elasticsearch
- Design, document, build and maintain a containerized service to decouple messaging from AWS SNS/SQS for worker agents in web-queue-worker architecture
- Design and implement service to manage arbitrarily large data on arbitrary storage technologies
- Dig into bottlenecks to determine optimization paths and prove the results with statistical data
- Force multiplier for my and other teams and a darn good rubber ducky
- Doer of the things that the team thinks cannot be done
- Team enabler, sprint closer, and mentor to associate software engineers
- Plan, prepare, and participate in migration of customer indices from Elasticsearch 1.5 to 6.0
- Number one pull request reviewer

Software Development Engineer in Test

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2017 - 2018

- Complete API based test coverage expected to take 1 year in 3 months
- Create special case test suites to build confidence and pin functionality during migration
- Work closely with QA engineers to devise testing strategy and test cases
- Build and architect end to end generic test framework and first feature test suite

Aon, 100% remote

Service Architect: Enterprise Software

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2016 - 2017

- Actively engage with the development teams within Aon and third party development teams to stay current on emerging stakeholder and development concerns in order to devise and iterate on architectural models for the future
- Create various architecture artifacts such as user stories, UML diagrams, 1-pager infographics, support documentation, presentations, formal proposals, and implementation plans
- Act as an inside consultant for all software licensure models and payment schedules

Systems Engineer

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2014 – 2016

- Document existing systems, devise system SLA's and identify areas for improvement for a multi-geographic, high-availability service
- Product owner for employee software delivery service
- Provide escalated support, own outage resolution, investigate and document root cause
- Support the Microsoft Office product suite and its managed update and deployment packaging for single and multi-language support builds

Expedient Data Centers, Pittsburgh, Pennsylvania

Analyst

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2013 – 2014

- Troubleshoot and investigate issues and alarms from virtual and physical sources
- Manage virtual and physical networks across various OSI layers
- Wrote PowerShell and Bash scripts to automate updates and migration of servers and technologies enabling me to participate in various projects
- Selected for specialized team formed to optimize customer virtual backups

Aon, Chicago, IL

Technical Support Specialist

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2010 – 2013

- First employee hired in five years due to overwhelming internship performance
- Selected to lead Windows XP to Windows 7 migration team due to development of image replication and deployment mechanism
- Perform desk side troubleshooting and mentor interns

PROJECTS

Seabold Cellars, Touchstone Winery – Wine production

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Fall 2019

- When Chris Miller, M.S. invites you to make wine with him at his winery you go

Great Oregon Wine Company – Wine production

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Fall 2017, Fall 2018, Fall 2019

- Have some fun and learn about wine and the process to make it

NetApp – ONTAP distributed data management operating system

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Spring 2017

- Worked with ONTAP senior engineers and intern team to develop a test framework for ONTAP
- Developed on linux high-availability cluster management stack using Corosync and Pacemaker
- Chose to develop in Python using functional programming style

RubyRide – an app-driven ride-hailing service

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Winter 2016

- Developed augmented reality (AR) map navigation demo in Unity game development engine
- Worked alone to deliver in a fully remote environment in very early stage startup

EDUCATION

University of Pittsburgh, Pittsburgh, PA

Bachelor of Science in Computer Science, 2017

College of Lake County, Grayslake, IL

Associate of Arts in Business Administration, 2009

PC Technician Certification, 2008