

Cullen Taylor

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Skills

Technical	Infrastructure, Containers, Kubernetes, Config Management
Development	shell, python, node.js, golang
Soft Skills	Technical Marketing, Public Speaking, Advocacy

Employment

GitLab, <i>Technical Marketing Manager - Cloud Native</i>	03/2019 - 01/2020
Created and lead Knative workshops given at major open source conferences.	
Created and gave technical demos for analyst briefings, conference booths and internal enablement demonstrating ability of the product to create and interact with Kubernetes resources, as well as run serverless workloads.	
Worked heavily with partner vendors such as VMware and Google to create stage content and whitepapers demonstrating various features of the product as they related to the Cloud Native ecosystem.	
IBM Open Technology, <i>Developer Advocate</i>	01/2017 - Present
Assisted in creating and leading Kubernetes workshops for attendees at open source conferences all over the world.	
Assisted in forming a video streaming initiative to allow our developer advocates to talk directly to a captive audience via Twitch and YouTube.	
Assisted in forming partnerships with external clients in both the Cloud Native technology space and gaming industry.	
Developed an open source project which applied Object Character Recognition and Machine Learning on Kubernetes to video game streams on Twitch.	
IBM Cloud Infrastructure Services, <i>DevOps Engineer</i>	05/2015 - 01/2017
Deployed and operated testing infrastructure for BlueBox integration to facilitate post-acquisition releases.	
Developed infrastructure tools and managed infrastructure for OpenStack-based public clouds.	
Overhauled documentation, continuous integration and containerization for internal networking security project.	

Academics

Texas State University	2011-2015
Bachelors Degree in Computer Science and Mathematics.	

Speaking Engagements

DevOps Live @ TechWeek Frankfurt	11/2019
“Driving Innovation at an All-Remote Company”	
KubeCon 2019, Velocity 2019, OSCON 2019	05/2019 - 07/2019
“Knative + GitLab Workshop”	
OSCON 2018, Node Summit 2018	07/2018
“Applying Object Character Recognition and Kubernetes to Twitch”	