Susan K. Lunn

CONTACT INFORMATION	1200 Haight Street San Francisco, CA, 94117	susan@lunn.io github.com/snoozan

OBJECTIVE   Seeking full time employment starting January 2017.

TECHNICAL SKILLS

Languages: Python, Bash, C, Java, Javascript, R, Go
Operating Systems: Linux, OmniOS/Illumos, FreeBSD, Solaris
Tools and Services: AWS, Chef, Terraform, Solr, Icinga, TravisCI, Docker, RKT, Jenkins, Zabbix, Git

PERSONAL PROJECTS

Zabbix for Computer Science House   March 2016

Set up the **Zabbix** monitoring software for Computer Science House services and machine, with full **LDAP** integration and our own star SSL cert.

Aphrodite   February 2015
https://github.com/snoozan/Aphrodite

A **Haskell** web app using the **Scotty framework** and **Yesod's Template Haskell** that finds all the local Planned Parenthoods within an address/GPS location, and routes the user there via public transportation.

EXPERIENCE

Slack   September 2016 to Present
Operations Engineer Intern   https://slack.com/

Worked on setting up **Icinga 2** webUI and high availability distributed monitoring. Helped rearchitect **Solr** to allow for better search within Slack. **Terraformed** the QA enviroment for both multi and main environments.

Apple   May 2016 to September 2016
Software Engineer Intern   https://apple.com/

Worked on adding a collection based restore to **SolrCloud**, a distributed system and manager of **Solr**.

Student Government RIT   January 2016 to May 2016
Junior Quality Engineer   http://www.sg-rit.edu/

Build tools and processes for continuous integration within the Services team for Student Government.

Delphix   August 2015 to January 2016
Operations Engineer Intern   https://www.delphix.com/

Using **Jenkins** and a series of shell scripts, worked on automating the process for standing up a build server. This involved intimate knowledge of **OmniOS** packaging (IPS) as well as delving in to the internals of the Delphix stack.

LinkedIn   June 2015 to August 2015
Systems Engineer Intern   https://www.linkedin.com/

Worked to make logs from **CF Engine** humanly readible. Built thousands of servers and helped **automate** the process which enabled them to be built more effectively.

Golisano College of Computing and Informational Sciences   January 2015 to May 2015
Research Assistant   http://www.mlton.org/

Media Arts Games Interaction and Creativity Center at RIT   August 2014 to January 2015
Back-end Web Developer   http://magic.rit.edu/main/index.html

Earth Moves   April 2014 to August 2014
Fullstack Web Developer

EXTRACURRICULAR CLUBS & ACTIVITIES

CSH (Computer Science House) - Full Active member	http://www.csh.rit.edu/
FOSSBox (Free Open Source Software Box) - Active member	http://magic.rit.edu/foss/
US FIRST Robotics Team 3397 - Lead programmer	http://www.usfirst.org/