

James Bunch

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Objective

Seeking a senior developer or lead role within an agile and impactful team. Brings an extensive 10+ year background involving a wide variety of successful projects and teams targeting both internal and external customers. Aims to deliver clean, well tested code, great cross-team communication and collaboration, and increased developer happiness.

Skills

Programming Development

- Ruby programming with and without Rails
- Experienced with both server-side and client-side development (CLI, GUI, web apps, APIs, and SDKs)
- Proficient with Python, Go, Rust, TypeScript, JavaScript, Java, Lua, and many others

DevOps and Systems Engineering

- Extensive experience across the full software development lifecycle (SDLC)
- CI/CD pipeline optimization and alignment with relevant best practices
- Cloud development, particularly with AWS
- Containerization using Docker and Kubernetes
- Infrastructure-as-code with AWS CDK, AWS CFN, and Terraform
- Integration of observability, performance, security, and testing across all development phases

Leadership and Collaboration:

- Proven experience in team leadership, mentoring, and cross-functional collaboration
- Exceptional interpersonal, verbal and written communication, and documentation skills

Passions

- Passionate about contributing to and championing the adoption and use of open source
- Views software development as a creative process
- Open-minded collaboration for architecture design and optimization
- Actively involved with developer mentoring and knowledge sharing through pairing, technical writing, and community engagement
- Always eager to learn new technologies and explore new innovative approaches to solving complex problems

Experience

New Relic - Lead Software Engineer

January 2022 - Present

Remote

- Lead the dev team responsible for New Relic's open source [Ruby APM agent](#), providing observability and performance data on customer application (Rails, Sinatra, Grape, etc.).
- Established a set of development best practices for the team, enhancing consistency and quality.
- Engaged with the Ruby community over Discord, GitHub, and conferences to elicit feedback and anticipate needs to improve the agent's functionality.
- Authored and maintained internal tools and images for CI/CD automation, data parsing, and application testing, leading to improved pipeline efficiency.
- Delivered Ruby, Go, Python, and Node.js code to establish support for AWS Lambda customers.
- Designed Kubernetes-based approaches to seamlessly integrate observability agents into customer

CI/CD pipelines, to provide monitoring without manual installations.

- Actively contributed to cross-team leadership and ideation, driving customer-focused improvements.
- Saved the team 6 months of reactive SLA bound efforts every year by reworking our practices to be more proactive with daily automated testing and notifications.

Salesforce (Trailhead.com) - Principal Member of Technical Staff

January 2019 - December 2021

Remote

- Founded and led an internal tools development team focused on improving developer happiness for the organization.
- Automated and streamlined CI/CD pipelines with a focus on idempotency to significantly reduce manual involvement and deliver a quicker, more consistent deployment process.
- Designed and developed Ruby CLI and Ruby on Rails web applications.
- Led the org's DevOps Guild to maintain organization independence while aligning with the broader Salesforce engineering initiatives and offerings.
- Drove discussions and ratifications across all engineering teams for development best practices involving collaboration, unit testing, PR reviews, Git usage, and documentation.
- Drove collaboration between the DevOps, Quality Engineering, and Growth teams as a single shared technical lead focused on productivity and cooperation.

SAP (2016-19) / MeLLmo (2013-16) (acquired startup) - Senior Ruby Developer

April 2013 - January 2019

Cardiff-By-The-Sea, CA and then 100% Remote

- Joined San Diego startup MeLLmo to help them add multi-tenant SaaS cloud services to their existing on-prem offerings using Ruby for both DevOps automation and web application development.
- Led the Cloud Team of 14 engineers distributed between San Diego and Bangalore.
- Leveraged AWS SDKs to automate a wide variety of DevOps chores.
- Developed a templated based infrastructure-as-code offering similar to CloudFormation and Terraform that leveraged Embedded Ruby (ERB).
- Developed an image building and distribution pipeline based on Ansible, Packer, and Docker.
- Following the SAP acquisition, transitioned to remote work reporting to the Vancouver based headquarters.
- Authored a suite of Go-based AWS Lambda functions.
- Created a self-paced training program for developers covering web app development, unit testing, linting, containers, CI/CD, and Kubernetes.

Sony Computer Entertainment America (SCEA PlayStation) - Senior Online Engineer

June 2008 - March 2013

Sorrento Valley, CA

- Served on a skunkworks team that pioneered the use of Ruby development and AWS cloud services to offer improved flexibility over existing on-prem enterprise Java based offerings.
- Developed server-side offerings for 1st and 3rd party PlayStation video game dev teams to offer online functionality including leaderboards, profiles, chat, game servers, metrics, trophies, and ghost data.
- Maintained and supported the incorporation of a client SDK into client-side game code.
- Designed and architected cloud topology that allowed systems to handle significant production traffic of 10,000 concurrent requests a second.
- Led efforts to introduce unit testing, standardized environment configuration, and established coding guidelines and best practices for the server and client game dev teams to align on.