James Bunch

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Objective

Seeking a Ruby developer or DevOps role where I can leverage my expertise with Ruby, Rails, CI/CD, cloud development, automation, infrastructure-as-code, containers, and Kubernetes to optimize workflows, improve efficiency, and increase developer happiness.

Skills

Programming Development

- Ruby programming since 2004, often without Rails
- Experienced with both server-side and client-side development (CLI, GUI, web apps, APIs, and SDKs)
- Proficient with Python, Go, Rust, JavaScript, Java, and 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
- Strong interpersonal, communication, and documentation skills

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Passions

- Passionate about contributing to and championing the use of open source
- View 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

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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.
- 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.

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 onwards) / MeLLmo (2013-16) - 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.

Qualcomm - Senior Programmer Analyst
June 2006 - May 2008
Sorrento Valley, CA

- Led development of a highly customized Object Oriented Perl based ticket tracking system.
- Introduced Ruby for smaller projects and contributed to larger Java based projects.
- Selected to lead development efforts for a Python based project tracking system.

First American CREDCO - Systems Engineer
June 1997 - June 2006
Poway, CA

- Developed a suite of Perl and Ruby on Rails web applications for internal developer use.
- Worked closely with several engineering teams through systems engineering efforts to identify and implement process improvements to increase efficiency and consistency.

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