

James Bunch

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github.com/fallwith/resume

Objective

To fulfill a remote senior software development role with tech leadership, mentoring, and design contribution opportunities on a passionate team that will benefit from my creativity and experience. To leverage open source software and development methodologies.

Skills

- Ruby, Rust, and Go for development and DevOps
- Back-end / CLI / API work
- Server-side web application / microservices / serverless development
- Leadership, training, and mentoring
- Effective written and verbal communication and documentation
- Architecture design, R&D, and MVP/POC work

Experience

Salesforce / Trailhead

Principal Member of Technical Staff

January 2019 - Present

Remote

- Founded and led an internal tools development team focused on developer happiness
- Technical lead and product owner, interfacing with project managers, architects, other leads, etc.
- Designed Ruby CLI and Ruby on Rails web applications
- Led Trailhead's DevOps Guild
- Mentored junior and senior devs
- Showcased, taught, and led open and inner source adoption and contribution efforts
- Established development best practices (unit testing, PR reviews, Git usage, etc.)
- Led Ruby training sessions, and Ruby/Rust/Go code exercise comparison sessions
- Worked closely with Trailhead's QA, performance, infrastructure, and dev teams for comprehensive standardized approaches
- Automated Trailhead's complex CI/CD process
- Built an extensible workflow automation system to interface with Salesforce, GitHub, Heroku, ticketing systems, etc.
- Interviewed full-time developers and interns

SAP / MeLLmo (MeLLmo was acquired by SAP in 2016)

Senior Ruby Developer

April 2013 - January 2019

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

- Joined a small startup to help design and launch their multi-tenant SaaS cloud offering
- Rose to lead the cloud team with members in San Diego and Bangalore

- Used Ruby and Go to develop a variety of applications and tools
- Contributed to the company's primary Ruby on Rails based monolith app, microservices, and libraries (Ruby gems)
- Developed a dynamic template based, CloudFormation backed "infrastructure as code" system prior to existence of Terraform, which was adopted later
- Developed with AWS SDKs for all AWS cloud offerings used (VPC, CloudFormation, EC2, ECS, EKS, ELB and ALB, Lambda, AutoScaling, S3, ElastiCache, CloudFront, RDS, CloudWatch, IAM, SNS and SQS, etc.)
- Lead the transition from scheduled, downtime based deployments to frequent rolling deployments
- Designed and introduced a container based architecture (ECS, then EKS) to replace our classic EC2 instance based one
- Created a CI/CD pipeline based on Ansible, Packer, Docker, and Ruby
- Put together a self-paced training program covering web application development, testing, linting, containers, continuous integration and deployment, and Kubernetes
- Introduced a variety of serverless applications in Go

Sony Computer Entertainment America (SCEA) (PlayStation)

Senior Online Engineer

June 2008 - March 2013

Sorrento Valley, CA

- Worked within a small skunkworks team exploring cloud solutions (Amazon and OpenStack based) in what would ultimately lead to their widespread adoption throughout the company
- Provided first and third party PlayStation video game development teams with server-side online functionality such as leaderboards, profiles, chat, game servers, metrics, trophies, and data syncing
- Made significant contributions to all aspects of our various Ruby based applications using Rails, Sinatra, Resque, Rake, and EventMachine
- Shared responsibility for all cloud based architecture, provisioning, and deployments against public (AWS) and private (OpenStack) cloud environments and lead the development of Vagrant/VirtualBox based development environment virtualization
- Utilized most all of the services offered by AWS to handle significant production traffic (gamers) to the tune of 10,000 concurrent transactions a second per game title
- Provisioned software with Chef, Vlad/rake-remote_task, and a series of custom Rake based deployment tools
- Led efforts to introduce, improve, and standardize unit testing, client and server environment configurations, and coding guidelines and best practices
- Worked with local, remote US based, and international game development teams to integrate client support for our server side offerings, based on utilizing a C++ SDK that made REST based XML service calls
- Interfaced directly with project producers, managers, game devs, QA staff, and NOC staff to transition titles from development to QA and out into production

Qualcomm

Senior Programmer Analyst

June 2006 - May 2008

Sorrento Valley, CA

- Worked on a small, agile team within a large organization to develop and maintain internal and external facing custom web applications using Ruby, Perl, Python, and an enterprise Java based technology stack
- Assumed lead development responsibilities for QSRP, an in-house code validation system built in Python that compares project contributions at check-in time against a database of known exploits, bugs, and viruses
- Assumed lead development responsibilities for a highly customized Qualcomm instance of Best

First American CREDCO

Lead Developer / Systems Engineer

September 1997 - June 2006

Poway, CA

- Developed and introduced a Ruby on Rails based web application framework for internal intranet use in order to improve upon and consolidate various existing console and web based Perl, Java, Informix, and PHP tools
- Lead "CREDCOConnect" web portal development with Java servlets
- Worked closely with several external .NET, J2EE, Perl, Ruby, PHP, C++, and cURL developers to facilitate third party platform integration by developing sample source code, developer guides, and DTD validators
- Served as a member of an elite four employee Systems Engineering team comprised of senior developers pulled from other teams to produce enterprise development guidelines with regards to application dependencies, security, logging, performance, support requirements, etc.
- Joined several company projects as chief Systems Engineer to offer suggestions for new development efforts on how to best implement guidelines, and to retroactively enforce the guidelines for existing platforms
- Produced hundreds of extensible, custom parsers in Perl and Ruby to aggregate and quantify data from various sources including web logs, database tables, XML, source code, unix process output, proprietary industry text and binary formats, etc.
- Authored several automated QA, DBA, and NOC based tools involving FTP, HTTP, SSL, SQL, and custom I/O tasks