James Bunch

Senior Developer / Engineer (Ruby, Go, DevOps, Cloud)

La Jolla, CA 92037

fallwith@gmail.com (fallwith@gmail.com)

github.com/fallwith/resume (https://github.com/fallwith/resume)

Objective

Seeking a senior, autonomous software development position within a passionate team to collaboratively drive the adoption of methodologies such as DevOps to improve happiness, confidence, and productivity.

To leverage and contribute to open source. To identify areas for improvement and employ systems engineering to make things more efficient, reliable, or fun. To utilize empathy, intuition, creativity, and critical thinking to take concepts from design to execution and growth beyond. To empower and encourage coworkers and on a larger, industry scale do work that helps others.

Skills

- Ruby and Go development (and sometimes Python, Rust, and Elixir)
- DevOps and Systems Engineering
- Automated virtual maching and container provisioning (Ansible, Packer, and Docker)
- Cloud architecture, automation, and API interaction (Amazon Web Services)
- Leadership and mentoring
- Highly effective communication, documentation, and comprehension

Experience

SAP / MeLLmo (aquired by SAP in 2016)

Cloud Ops Team Lead
April 2013 - Present
Cardiff-By-The-Sea, CA

- Cloud Ops team lead for the Roambi (https://www.sap.com/products/roambi.html) product, overseeing cloud architecture, provisioning and deployments (AWS EC2 and ECS), reliability and performance, monitoring, logging, and all related tooling.
- Collaborate with product owners, managers, client and server developers, QA testers, and ops personnel to cooperatively facilitate the implementation of DevOps methodologies throughout all stages of each component's lifecycle.
- Plan, prioritize, and assign all tasks for the team. Produce training documentation and runbook / flowchart style how-to guides. Leverage a variety of communication channels to interface with our Canadian, Indian, and European offices. Handle interviews and new hire onboarding procedures. Take care of all training and mentoring for Ruby, Go, AWS, unix, and SAP specific products and business logic.
- Pioneered and continue to provide lead development for a container based build and deployment system using Packer, Docker, and Ansible in order to ensure consistent and reliable behavior across all stages of application development and deployment.
- Develop "serverless" AWS Lambda functions (primarily in Go, but also in Node.js and Python) to both replace a number of more costly traditional apps and develop of new functionality.
- Collaborate with international SAP teams to collaboratively research and promote the adoption of modern cloud technologies such as Terraform and Kubernetes.
- Leverage AWS SDKs (Ruby, Go) to automate all cloud services (VPC, CloudFormation, EC2 and ECS, ELB and ALB, Lambda, AutoScaling, S3, ElastiCache, CloudFront, RDS, CloudWatch, IAM, SNS and SQS, etc.)
- Develop in Ruby and Ruby on Rails alongside the server web application team to produce apps, microservices, gems, and all related tests and documentation.
- Work closely with the Java, iOS, Android, Windows, and JavaScript dev teams for all internal and cloud based product rollouts and resource provisioning needs.
- Lead or particiate in a number of internal and external community engagements (from Slack channels to physical meetups) across a variety of subjects (Ruby, Go, Rust, Vim, Emacs, Tmux, etc.)

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) long before they were adopted on a large scale 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 architecting, provisioning, and deployments against public (AWS) and private (OpenStack) cloud environments and lead the development of Vagrant/VirtualBox based virtualization.
- Utilized most all of the services offered by AWS to handle significant production traffic (gamers) to the tune of 10,000 concurrent users 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. Adapted to each game team's unique development styles and procedures (sprint planning, project management, etc.)
- 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 (based on Struts, JSF, MyFaces, Tomahawk, OC4J, and Oracle).
- Assumed lead development responsibilities for QSRP, an in-house code validation system that compares project contributions at check-in time against a database of known exploits, bugs, and viruses. QSRP consisted of roughly 50,000 lines of Python code, a PHP web interface, Berkeley DB, and MySQL.
- Assumed lead development responsibilities for a highly customized Qualcomm instance of Best Practical's "Request Tracker" ticketing system. Pioneered and introduced several significant new functionality enhancements and performance improvements. Implemented a built-from-scratch custom packaging and deployment system for distributing the application across multiple load balanced instances. Technologies included object oriented Perl, Mason, mod_perl2, Apache2, Oracle, and Solaris.

First American CREDCO

Lead Developer / Systems Engineer

September 1997 - June 2006
Poway, CA

- Developed and introduced a 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. These tools had previously been deployed in several different formats, each with their own deployment complications. With the move to consolidate these tools with a consistent view layer accessible via a web browser, the deployment, maintenance, and authentication pieces saw great improvements in their simplicity and effectiveness.
- Assumed lead development for the company's premier web portal solution, "CREDCOConnect". CREDCOConnect had a Java servlet based infrastructure that provided clientele with HTTPS based access to CREDCO's products and services. Re-architected the platform to replace its proprietary I/O system with a flexible solution that allowed modular support for all current and future data formats. Worked closely with project managers, business managers, database admins, sysadmins, architects, QA personnel, and other developers to introduce several major new improvements to the platform.
- Served as a member of an elite four employee Systems Engineering team comprised of senior developers 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 multiple Java desktop apps featuring SSL communications, database interaction, GUI multi-threading, IBM MQ interaction, encryption, XML parsing and generation, etc. Revision controlled these apps with ClearCase, packaged them with Ant, and released them with customized NSIS installers.
- 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.
- Architected, scripted, and tested the autonomous alteration of over a half million lines of C++ source code across several packages for a large scale corporate COTS component upgrade.
- Worked closely with several external .NET, J2EE, Perl, Ruby, PHP, C++, and cURL developers to facilitate third party platform integration with the company's web based portals. Developed and maintained sample source code, reviewed and contributed to developer guides, produced DTD validators with extra custom non-DTD based validation (based on business logic), and facilitated client side digital certificate deployments and configuration.
- Created custom tools for the IT Security department for use in tracking malicious and fraudulent activity involving private consumer data in order to regularly convert large amounts of proprietary log data into meaningful leads for the FBI.
- Automated several QA, DBA, and Network Operations Center (NOC) based tools (involving FTP, HTTP, SSL, SQL, and/or custom I/O tasks), eliminating the need for manual, after hours on-call support for a variety of internal and customer facing platforms.

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