

# James Bunch

La Jolla, CA 92037 | [fallwith@gmail.com](mailto:fallwith@gmail.com) | [github.com/fallwith/resume](https://github.com/fallwith/resume)

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## Objective

To fulfill a remote principal/staff engineer role for development or DevOps within a nimble organization. To bring my passions for open source and software development as a creative art. To mentor and collaborate to bootstrap projects and teams.

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## Skills

- Ruby programming, with a focus on pure Ruby / Ruby without Rails
  - Polyglot experience and constant studies (Go, Rust, Nim, Lua, Haskell, Perl, Python, Java, etc.)
  - Back-end / CLI / API work
  - Server-side web application / microservices / serverless development
  - Rich DevOps and systems engineering experience throughout the entire software development lifecycle
  - Leadership, training, and mentoring expertise
  - Bootstrapping of dev teams with best practices and guidelines
  - Effective written and verbal communication and documentation
  - Architecture design, R&D, and MVP/POC work
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## Experience

### New Relic

Lead Software Engineer

January 2022 - Present

*Remote*

- Develop and maintain New Relic's various open source Ruby gems used for metrics and business data reporting
- Lead a small team of Ruby developers with collaboration best practices aimed at consistency and objectivity
- Engage with the open source Ruby community through Discord, GitHub PRs and Issues, conferences, etc.
- Track the development of popular Ruby libraries to ensure their functionality is properly traced
- Collaborate in various contexts with leadership, product managers, architects, and other dev leads
- Maintain containers pipelines and other provisioning tooling for local development and CI/CD
- Align with other programming language teams by authoring and ratifying specifications

### Salesforce (Trailhead.com)

Principal Member of Technical Staff

January 2019 - December 2021

*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
- 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

**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 on a small skunkworks team exploring AWS and OpenStack cloud solutions
- Provided 1st and 3rd party PlayStation video game dev teams with server-side functionality such as leaderboards, profiles, chat, game servers, metrics, trophies, and ghost data
- 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 several AWS services to handle significant production traffic (10,000 concurrent requests a second)
- Provisioned software with Chef, Vlad/rake-remote\_task, and a series of custom Rake based deployment tools
- Led efforts to introduce unit testing, client and server environment configuration standardization, and coding guidelines and best practices
- Worked with local and remote game development teams to integrate our client SDK that made REST calls
- Interfaced with producers, managers, game devs, QA staff, and NOC staff to usher titles from development to production

*(earlier work history available upon request)*