

# James Bunch

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

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## Objective

To fulfill a remote principal/staff engineer role with rich technical leadership, mentoring, and design opportunities on a passionate team that will benefit from my creativity and experience. To both leverage and contribute to open source software and help guide the adoption and implementation of related community development best practices.

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## Skills

- Ruby programming since 2004 for development and DevOps automation
  - 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
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## Experience

### New Relic

Lead Software Engineer  
January 2022 - Present  
*Remote*

- Develop and maintain New Relic's 2 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, project managers, architects, and other dev leads
- Maintain containers and server provisioning tooling for local development and CI/CD
- Actively participate in technical book club and group coding exercise sessions

### 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

**SAP / MeLLmo (startup 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 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)*