

D. Fisher Evans

Principal Software Engineer

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I'm a strong, articulate, team-focused Principal Software Engineer who enjoys working with an enthusiastic group of fun individuals focused on new and interesting problems. I believe that...

- Understanding the problem is more important than the "perfect" solution.
- Creating empowered, autonomous teams is the key to delivering value.
- The only way to build a successful product is with direct customer feedback.

I like working in the JVM or with Go, but I would be excited to learn new technologies. I've spent almost my entire career working in the cloud, and I'd like to keep it that way. I think there's a big difference between releasing and deploying software; using feature flags keeps those things mutually exclusive. I have a passion for CICD, automated testing, and repeatable infrastructure. I prefer UNIX based development environments.

SKILLS & STRENGTHS	DEVELOPMENT LANGUAGES	Java (Spring, Streams & λ's, Undertow, Logback) Golang (Echo, Logrus)	
	OPERATIONS	DataDog, NewRelic, CloudWatch, PagerDuty, SumoLogic	
	SYSTEMS/INFRA	Terraform, Atlantis, CloudFormation, Docker	
	TESTING	JUnit, Mockito, Sauce Labs/WebDriverIO, Cucumber	
	STORAGE	DynamoDB, S3, MySQL/Aurora, Oracle	
	MESSAGING	SNS, SQS, Kinesis, Dynamo Streaming, SES	
	COMPUTE	AWS Lambda, K8S, ECS/Fargate, Elastic Beanstalk, EC2	
	DEPLOYMENT	CICD, Github Actions, ArgoCD, AWS Code*, Automated Testing, Blue/Green, Mainline Development	
	SECURITY	OAuth 2.0, OIDC, SAML, PingFederate, Okta, AWS IAM	
	DOCS	OpenAPI, AsyncAPI, Swagger, Mermaid, Markdown	
	BROWSER	HTML/CSS, JavaScript, React, JQuery, AJAX	
	PROCESS	Rally, GitHub Projects, Scrum, Agile	
	BUILD/SCRIPTS	Bash, Python, Node, CodeBuild, Jenkins, Maven, Ant	
WORK EXPERIENCE	SKILLZ (Fully Remote)		
	JOB TITLE	Principal Software Engineer	(Jan 2022 - Present)
<p>As a key contributor on one of Skillz's first growth-focused teams, I architected and built a highly scalable inventory and lifecycle platform for cloud-based Android emulators that users could connect to on demand in order to play games by streaming them to their device. All the while, I was able to help this brand-new team establish best practices, pick preferred technologies, identify the right distributed patterns to deliver our goals, and mentor other engineers and help them grow.</p>			
Page 1			

WORK EXPERIENCE (cont.)

COX AUTOMOTIVE INC. / DEALER.COM (Burlington, VT)

JOB TITLE Principal Software Engineer (Aug 2021 - Jan 2022)

Stepping into the Principal role allowed me to champion engineering needs at all levels of the organization: pushing for investment at the business level, helping individual developers and their teams learn new patterns and technologies, building consensus across teams, coordinating work between groups, establishing best practices and documenting lessons learned, mentoring engineers at all levels, and especially making space for others to grow. As principal, I was able to act as a force multiplier for dozens of engineers, growing the organization as a whole.

JOB TITLES Lead Software Engineer (May 2018 - Aug 2021)
Senior Software Engineer (Aug 2017 - May 2018)

As a scrum team-lead, my group architected, designed, and implemented an authentication/authorization platform for all of Cox Auto to adopt. This cloud-native platform encapsulated OAuth 2.0 API security, user management, permissions and customer organizational APIs. This required frequent communication and collaboration with many teams all over the US.

I was crucial in the planning and design of this central auth platform that supports hundreds of developers and their applications. During this project, I helped form and lead a brand-new agile scrum team. In addition, I helped interview and on-board many new team members, both locally and across state-lines, as the release train grew.

JOB TITLES Software Engineer II (Jun 2016 - Aug 2017)
Software Engineer I (Nov 2015 - Jun 2016)

My team and I led the forefront of the AWS cloud migration efforts for Dealer.com and Cox Automotive. I played a key role in designing and implementing brand-new, cloud-native APIs and data-processing pipelines to support the ingest of hundreds of thousands of digital sales leads per day.

SYSTEMS & SOFTWARE (Williston, VT)

JOB TITLES Software Engineer (May 2015 - Nov 2015)
Software Engineer Intern (May 2013 - May 2015)

As the lead WebConnect developer, my team and I maintained and extended a feature-rich, enterprise web-portal and its backing APIs for utility service customers that allowed them to view their usage, net-metering reports, pay bills, and request service.

EDU.

VERMONT TECHNICAL COLLEGE

GRADUATED May 2015
DEGREE Bachelor of Science in Software Engineering

PERSONAL

HOBBIES

When the weather cooperates, I love getting outside and exploring with my wife, Lisa, and my son, Dexter. The smallest adventures can sometimes be the best. I always have at least one rotating hobby; especially those that allow me to create with my hands.

THE SUNNY DAYS Disc golf, leisurely bike rides, swimming, nature walks, local food
WET AND GRAY Board games, woodworking, pool, circuitry, piano, cooking