

GORDON ALAN FIERCE

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Skills

Technologies: Python, git, Ansible, pandas, numpy, matplotlib, IPython, PostgreSQL, scikit-learn, Apache Mesos, Jenkins, Linux (primarily RHEL), Terraform, Behave (Python library for BDD), OpenStack, Google Compute Engine

Techniques: Testing automation, automated deployment and configuration management, Test-Driven Development, object oriented programming, REST APIs, agile development

Professional Experience

Cisco Cloud Division

August 2015 - November 2016

Contractor with GDH Consulting

- Wrote automated tests for internal projects, including software unit tests and black-box functional tests
- Coordinated with multiple dev teams as point of contact for a five person QE team
- Deployed Mantl and Shipped to production and staging environments on OpenStack and GCE

The Python Clutch

March 2015

- Capstone project for The Iron Yard , a web-based utility to help Python programmers choose the right Python packages
- Queried PyPI, Bitbucket, and Github APIs
- Devised a scoring system that produces well-behaved scores for Python packages
- Produced graphs with Vega, delivered via a REST API

Morgan Imports, Sales Associate (Durham, NC)

July 2013-September 2013

- Developed relationships with customers, maintained store cleanliness and organization, and completed projects assembling store displays

The Home Depot, Cashier (Spartanburg, SC)

February 2012-August 2012

- Answered customers' questions, referred customers to appropriate specialist coworkers

Education

The Iron Yard Academy, Durham, NC

January 2015 - April 2015

Python Engineering track, 12-week intensive code bootcamp, averaging about 60 hrs of work per week

Duke University, Durham, NC

August 2010 - August 2014

Bachelor of Science in Economics

Leadership Experience

Project WILD (Wilderness Initiatives and Learning at Duke), Staff Member

August 2011 - August 2013

- Led freshman participants in student-run orientation program; served as hiking leader of approximately 10 students for two-week backpacking trips in August and a week-long trip in March
- Instructed participants in climbing safety
- Facilitated participants in developing outdoor skills, interpersonal development, and experiential education

Interests

Game theory, auctions, voting systems, prediction markets, climbing, backpacking, cryptocurrencies, go, and synthesizers.