GREG DASNEY Software Engineer

435.695.3094 greg@dasney.net Meridian Idaho

Summary

I'm a Full Stack Software Engineer with over a decade experience in multiple industries at companies ranging from seed stage startups to large established corporations and independent consulting. I've collaborated with domain specialists to gather requirements to build and design APIs, user interfaces, data models, and hosting infrastructure while documenting and communicating the functionality and use of the solutions. I've excelled in various roles, including software developer, team lead, DevOps engineer, and test engineer. I have skill and experience building maintainable software, integrating 3rd party APIs, enhancing legacy systems, and delivering production-ready applications.

Education	Languages	Technologies	DevOps	Other Skills
Utah State University	C#	React	Docker	API Design
B.S.Computer Science	TypeScript	Node.js	Kubernetes	Data Modeling
2010 - 2014	SQL	TypeORM	Helm	Distributed Systems
	HTML/CSS	.NET Core	AWS	Systems Design
	JavaScript	Entity Framework	Azure	Mentoring
	Java	RabbitMQ	Terraform/HCL	Agile Methodologies
	Python	Hibernate	ECS/AKS	DevOps/GitOps

Experience

Senior Software Engineer Zitti inc, (Remote)   (07/2022 - 11/2023)

- Worked with a small team of engineers at a seed stage startup to transition a prototyped application into a reliable production-ready system.
- Implemented new application features (Database, API, and Frontend) using React, TypeScript, Node.js, and Postgres.
- Performed wide array of responsibilities, including software development tasks, feature planning, defect triage and resolution, and DevOps via Terraform.
- Rewrote CI/CD pipelines reducing run time by over 50% and improving deployment speed and automating the deploy approval process.
- Optimized hosting performance and stability by migrating AWS assets from manual management to Terraform.
- Improved reliability and fault tolerance of 3 existing 3rd party API integrations and implemented several new 3rd party integrations.
- Upgraded an untraceable, non-scaleable, error-prone background processor to a scaleable, fault-tolerant, and traceable queue based system.
- Eliminated hundreds of lines of boilerplate with a generic search and pagination component.
- Enhanced platform security by implementing OWASP best practices in the authentication system.

Senior DevOps Engineer Solid State Operations, (Boise, Idaho (Hybrid))   (01/2022 - 06/2022)

- Led a team of 3 engineers in designing and building a fully automated system for provisioning development and production clusters.
- Reduced creation time of hosting environments from 2 weeks to 2 hours and facilitated on demand environments using Terraform and GitOps best practices.
- Built and tested Terraform modules for provisioning and managing hosting environments.
- Fostered ownership of infrastructure among developers while helping them learn how to manage their resources via GitOps.

Senior Software Engineer Solid State Operations, (Boise, Idaho (Hybrid))   (01/2021 - 01/2022)

- Worked with and mentored other engineers to build and support applications for state unemployment insurance agencies.
- Designed and built a REST API around an external legacy SOAP service allowing for simple integration with downstream services.
- Integrated 3rd party Anti Fraud API to prevent unauthorized access to systems to reduce and prevent fraud.
- Developed a suite of reusable Helm templates that reduced boilerplate and simplified new application deployment.
- Rewrote queuing library to decrease latency and increase throughput while reducing load on the messaging server.
- Simplified JWT implementation with unified middleware to share context between REST API calls and durable messages.
- Created an alternative login scheme for use with a customer's legacy authentication system, allowing their users to authenticate with new systems.

Software Engineer 3 Idaho Department of Labor(Contract), (Boise, Idaho (Hybrid))   (02/2018 - 12/2020)

- Mentored other developers with varying backgrounds and experience levels, advocating for best practices and testing above expected scale.
- Developed Web Apps and services in C# with .NET Core, wrote unit tests, and performed peer reviews to ensure quality.
- Built fault tolerant distributed processing pipeline for scheduled jobs that mitigated daily failures and reduced memory requirements by more than 75%.
- Led a migration of 112 microservices from Azure App Plans to Kubernetes.
- Implemented reusable helm charts that eliminated hundreds of lines of boilerplate in 40+ repositories.
- Added metric collection that found memory leaks in half of the existing services.
- Designed, documented, and taught a design pattern that allowed conflict free merges between a core implementation and client-specific forks.

Software Engineer Clearwater Analytics, (Boise, Idaho)   (05/2013 - 02/2018)

- Led a team of 7 software development interns providing technical direction, mentoring, and training.
- Worked in diverse roles including, Intern Team Lead, Mentor, and Test Engineer Software Developer, and Software Development Intern.
- Played a crucial role in designing and implementing a scalable solution, replacing a legacy data ingestion application.
- Increased unit test coverage 6% by automating testing of previously untestable parts of the application.
- Participated in code reviews helping peers gain a higher proficiency in Java and a mindset for quality.
- Created a system to collect and store errors for later verification by analysts.
- Eliminated weekly hotfixes by colaborating with team to develop and adapt and standardize development and testing processes.
- Designed and implemented a regression testing tool to control and manage a microservice based distributed system.
- Collaborated with SRE, DevOps and management to get new applications from inception to production.
- Assisted analysts in writing SQL queries to troubleshoot and resolve production data issues.
- Built a GraphQL-like API that enabled SQL queries using downstream REST APIs as datasources/tables.