Gavin Stark 727-560-3116

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gastar

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gstar

[k](https://github.com/gstark)

Skills Ruby. Ruby on Rails. Linux. C. C++. JavaScript. TypeScript. Java. C#. HTML. CSS. TDD. Docker. React. Heroku. Nginx. VMWare. MySQL. PostgreSQL. Windows.

Experience Senior Instructor / Suncoast Developers Guild

August 2018 - Present / Saint Petersburg, Florida

* Taught Ruby, TypeScript, React, HTML, CSS, Algorithmic Thinking, and C# to more than 150 students in an accelerated three-month program.
* Developed curriculum for Ruby, C#, Entity Framework, ASP.NET, HTML, CSS, Responsive Web, JavaScript, TypeScript, React, Deployment, and Algorithmic Thinking. See [https://handbook.suncoast.io.](https://handbook.suncoast.io/)
* Contributed to internal app generator: [app-app](https://www.npmjs.com/package/app-app). Based on react-scripts, builds student starter projects.
* Built student management system: Nexus + Pylon, a Rails/React/TypeScript system to manage enrollment, homework assignment, grading, and student progress reports.
* Helped place students as junior developers.

Senior Developer / STRATACACHE (Real Digital Media)

August 2017 - Present / Saint Petersburg, Florida

* Re-implemented, as primary developer, the NEOCAST digital signage management software. Built as a JSON-API back-end in Ruby on Rails and a front-end in over 30,000 lines of TypeScript and React using Bootstrap.
* Built, deployed, and supported a Ruby on Rails project for over 15 years. From Rails version 0.9 through Rails version 6.1
* Built custom Ubuntu-based OS to run on ARM-64 based embedded systems.
* Developed and implemented custom kernel patches for ARM-64 systems.
* Built automation software for deploying and scaling AWS resources to host a Docker-based application.
* Implemented consolidated application log collection and analysis. ● NOTE: STRATACACHE purchased real Digital Media.

Instructor / The Iron Yard

July 2015 - July 2017 / Saint Petersburg, Florida

* Taught Ruby, Ruby on Rails, HTML, CSS, JavaScript, React, Node, Express, Algorithmic Thinking, and Deployment to more than 80 students in an accelerated three-month program.
* Built internal learning management software as part of an internal product development team.

VP Product Development & Engineering / Real Digital Media

January 2005 - July 2015 / Saint Petersburg, Florida

* Managed a team developing Ruby on Rails applications to provide a remote management web application to operate our customer's digital signage networks.
* Built infrastructure that processes over five million requests and one million background jobs per day.
* Migrated infrastructure from one server in a closet, through a data center transition, to a scalable Amazon Web Services based architecture.
* Built AWS infrastructure and software deployment strategy, including multi-zone redundancy.
* Built online report generator producing CSV, XML, JSON, and PDF reports.
* Designed and built an interactive editor for creating digital signage presentations containing multi-zone and multi-screen configurations.
* Responsible for database design, including query and index optimization.
* Created monitoring dashboards and alerts using Scout.
* Built disaster recovery policies and code, including offsite content and database backups.
* Developed Linux and Android software and custom Linux distributions to run on embedded and PC platforms.
* Built software in C, C++, and Java to download, manage, and play customer media on Linux-based devices.
* Patched Linux hardware drivers for device incompatibilities and missing features.
* Created a custom Ubuntu-based operating system designed to boot from a single squashfs root filesystem combined with an overlay filesystem allowing for secure and reliable remote upgrades of thousands of remote devices.
* Oversaw the migration from custom system-on-chip to off-the-shelf hardware, including migrations from 32 to 64 bit operating systems and software.

Senior Engineer / Honeywell Space Systems

March 2002 - January 2005 / Clearwater, Florida

* Served as a senior software architect on the Ballistic Missile Range Safety Technology program.
* Led team building, testing, and certifying Flight Category 2 (one level below the safety category for human space flight) software in C++ to track launch vehicles, download telemetry, convert real-time telemetry data into actionable information, and plot the Instantaneous Impact Point of launch vehicles.
* Created software to provide a 3D view of a launched rocket's projected impact point, allowing a safety office to decide to destroy the vehicle if it encroached on populated areas.
* See: <https://en.wikipedia.org/wiki/BMRST>

Senior Software Engineer / Teltronics

Feb 2000 - March 2002 / Sarasota, Florida

* Senior software engineer building C++ and Windows-based software for managing networks of PBX phone systems.
* Contributed to embedded systems software in C and C++ ● Created and executed unit, system, and acceptance tests.

Owner / Epsilon Squared Software

January 1999 - Feb 2000 / St Petersburg, Florida

* Built, marketed, and sold products (InstallWatch and InstallRite) for documenting and automating the remote deployment of software on Microsoft Windows networks.

Senior Consultant / CFT Consulting

July 1995 - January 1999 / Sarasota, Florida

* Designed and built software systems for nationwide system deployments and migrations of POS terminals, inventory management systems, warehouse management systems, and accounting systems for GAP, Egghead, Totes, and Adidas.
* Managed the RFP process for large POS and Merchandising system selections.

Community BarCamp Tampa Bay - 2007 to 2017 - Founding member of BarCamp Tampa Bay

Ignite Tampa Bay - 2011 to 2017 - Founding member of Ignite Tampa Bay

Coder Night - 2017 to 2021 - Organized a meetup designed to help developers of all skill levels practice and receive feedback in a supportive and collaborative environment.

Tampa Ruby Brigade - 2006 to Present - Organized the Tampa Ruby Brigade meetup.

Education University of Arizona

Masters in Management Information Systems

University of Rochester

Bachelor of Arts in Computer Science / Applied Mathematics