Lucas H. Henry

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Technical Skills

Languages: Go; Bash; Java; SQL | **Platforms:** Linux; AWS; DigitalOcean; Kubernetes; Docker | **Storage:** PostgreSQL; MySQL; Redis; S3 | **Frameworks:** Spring (Boot, MVC); Hibernate JPA | **Monitoring & Observability:** ElasticSearch;Kibana; Grafana | **Misc.:** Git; GitLab CI; Ansible; Packer; RabbitMQ; gRPC; Ceph RGW; RESTful architecture |

Professional Experience

DigitalOcean, LLC   *8/2022 – present*

Senior Software Engineer I   Remote

- Led the development and implementation of the RESTful HTTP API for a major upcoming feature set, working collaboratively across multiple teams and directly with senior management
- Executed the migration of virtualized Ceph RGW deployments from pure Docker to Kubernetes, creating a highly-available and system with one-click horizontal scalability
- Designed, implemented, and oversaw the use of automated tools to reconcile disparities between regional Ceph RGW instances and globally-distributed MySQL instances
- Led the expansion of App Platform into a new geographic region, and created the first and only comprehensive runbooks for same
- Implemented YAML support for App Platform's public API, allowing users to use the same infrastructure middleware for handling YAML infrastructure-as-code from multiple sources
- Technologies utilized: Go; Kubernetes; MySQL; Temporal; gRPC; Ceph RGW (S3)

Datto, Inc.   *10/2021 – 8/2022*

Software Engineer II   Remote

- Designed and implemented a user-facing RESTful integration to gather and display security-related statistics across their Datto-managed Microsoft 365 and Google Workspace accounts
- Evangelized a DevOps culture of immutable builds, version tagging, one-click deploys, and automated testing
- Technologies utilized: PHP; MySQL; Go; GitLab CI/CD

Wolfjaw Studios   *1/2021 – 10/2021*

Associate Software Engineer   Troy, NY

- Reimplemented the player inventory system for a large AAA sports game franchise, resulting in more cache hits, lower latency, and greater ease of maintenance
- Mentored junior colleagues: RESTful API design; application architecture; AuthZ and AuthN; fully-automated CI/CD; unit, integration, and end-to-end testing
- Technologies utilized: Go; Python; gRPC; Protocol Buffers; MySQL; Redis

Auto/Mate Dealership Systems   *1/2019 – 12/2020*

Software Engineer   Albany, NY

- Implemented cloud microservices for customer communication with third-parties
- Led the testing and certification of a Kubernetes-deployed Spring Boot microservice built to transmit dealership data
- Spearheaded the creation of a Java library used by on-premises customer servers for communicating with EKS and RabbitMQ over Websockets using the STOMP wire format
- Updated legacy applications for integrating with the new cloud environment
- Technologies utilized: Java (Spring MVC, Boot, Security; Hibernate; JOOQ); IntelliJ IDEA; GitLab CI/CD; RabbitMQ; Kubernetes; AWS; RHEL; PostgreSQL; Protocol Buffers (Protobuf); Redis

GE Digital

Intern, Digital Technology Co-Op

Niskayuna, NY

- Created a directory of internal company websites by working with researchers, senior project managers and other stakeholders
- Member of globally-distributed development team creating a greenfield application for use by GE researchers and scientists. Worked closely with senior developers and product owners to assess the needs of stakeholders, the usability of the platform, and the implementation of digital solutions
- Technologies utilized: Java (Spring MVC, Boot; Hibernate); IntelliJ IDEA; Git; Bootstrap (CSS); PostgreSQL

Apprenda, Inc.

9/2017 – 4/2018

Intern, Tools & Infrastructure Team

Troy, NY

- Automated virtual machine image creation and multi-platform environment provisioning for use in continuous deployment pipelines
- Augmented internal developer productivity tools with new features and tests, coordinating closely with core platform developers to develop solutions that simplified developer workflows
- Technologies utilized: Node.JS; Ansible; Packer; Azure; VMware; Git

NYS Office of Information Technology Services

6/2016 – 9/2017

Student Assistant

Albany, NY

- Utilized Splunk Enterprise for machine data analytics to drive business intelligence
- Implemented a custom Java application using IBM's FileNet API to securely move enterprise content off legacy storage
- Technologies utilized: Splunk; Java SE; Eclipse; Bash (scripting)

Congressman Paul D. Tonko

8/2014 – 2/2016

District Staff Assistant

Albany, NY

- Trained and supervised Albany office interns
- Directed incoming phone traffic and routed written correspondence
- Wrote letters to constituents and elected officials
- Assisted in scheduling, casework, and outreach

The White House

1/2014 – 6/2014

Intern

Washington, D.C.

- Intern in the Volunteers Department, Office of Presidential Correspondence
- Responsible for assisting and onboarding White House volunteers
- Coordinated the organizing and transmission of 8+ years of internal documents to the National Archives

Education

University at Albany

9/2010 – 6/2014 (B.A.); 1/2016 – 12/2019 (B.S.)

B.S. Computer Science and Applied Mathematics

Albany, NY

- GPA: 3.4
- Coursework: Data Structures and Algorithms; Programming at the Hardware-Software Interface; C Programming for Engineers; Data Processing Principles; Automata and Formal Languages

B.A. Political Science

Albany, NY

- GPA: 3.3
- Coursework: Comparative and International Politics; Political Theory; American Politics; International Organization; International Conflict and Security

Other Interests

- Programming interests: History of software; networking; programming language design
- Hobbies: Olympic weightlifting and powerlifting; fishing (fly and spincasting); cycling; clay pigeon-shooting
- Community service: Was a Boy Scout from ages 6 to 18; Eagle Scout awarded in 2010