

Ian Ulery

Senior Software Engineer | Cloud-Native Application Architect | Technical Leader

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PROFESSIONAL SUMMARY

Results-driven Senior Software Engineer with 10+ years leading full-stack, cloud-native application development across high-impact organizations including NASA's Jet Propulsion Laboratory, AT&T Interactive, and UCLA. Adept at architecting scalable systems, mentoring junior engineers, and driving Agile DevOps initiatives. Proven expertise in Ruby, Swift/Kotlin for mobile, and modern web technologies across AWS/Azure ecosystems. Experienced in training and deploying AI/ML models, contributing to intelligent system design and automation. Passionate about clean, maintainable code and fostering innovation through technical leadership and collaboration.

ACHIEVEMENTS AND CORE TECHNICAL SKILLS

Awards: NASA Team Honor Award, UCLA STAR Award, JPL Bonus Award, National SMART Grant

Languages: C++, Python, Java, Ruby, Swift, Objective-C, Kotlin, JavaScript, HTML, CSS, SQL

Cloud & DevOps: Azure (Hybrid Cloud), AWS, Heroku, Docker, CI/CD pipelines

Tools: Git, RSpec, Cucumber, NewRelic APM, Agile/Scrum, Jira

Architectures: Microservices, RESTful APIs, Containerization

Databases: PostgreSQL, MySQL, SQL Server

EXPERIENCE

Information Technology Manager

Sep. 2014 – Present

BGI

Ventura, CA (Remote)

- Lead development of web (Ruby on Rails) and mobile (iOS) line-of-business applications, following agile and test-driven methodologies, with continuous deployment to a containerized production environment.
- Provision and administer servers (Linux, Windows) and network in a Microsoft Azure hybrid cloud configuration.
- Meet with stakeholders to define requirements for line-of-business applications that improve operational efficiency.
- Consulting client converted to W-2 employment in 2014 for retention.

Vice President, Technology

Sep. 2014 – Apr. 2020

Thompson Capital

Los Angeles, CA

- Contributed more than **4,000 commits** in Ruby, Swift, Kotlin, Objective-C, JavaScript, and other supporting languages.
- Served as technical co-founder of a streaming media startup initiative.
- Lead development of native iOS (Swift, Objective-C) and Android (Kotlin) mobile applications, following agile methodologies.
- Lead development of a Ruby on Rails web service API, utilizing test-driven development (RSpec, Cucumber) and agile methodologies, with continuous deployment to a cloud environment (Heroku, Amazon AWS).
- Utilized NewRelic APM to monitor performance of cloud web service API, ensuring low request processing times, low error rates, and to identify areas of the codebase where performance can be improved.
- Implemented and deployed AI model for metadata augmentation utilizing Python, Keras, and TensorFlow.
- Represented company in fundraising efforts.

Programmer Analyst III

Jun. 2011 – Sep. 2014

University of California, Los Angeles

Los Angeles, CA

- Received a STAR award for individual contribution based on exceptional creativity and technical performance in developing an online video streaming platform.
- Lead development of a Ruby on Rails web application using test-driven development and agile methodologies.
- Shared administration of more than 100 Linux and Windows servers.

Software and Computing Systems Undergraduate Student

Apr. 2009 – Jun. 2011

NASA Jet Propulsion Laboratory

Pasadena, CA

- Received a NASA Team Honor Award for outstanding achievement in delivering Engineering Communities of Practice for knowledge sharing across NASA as part of the NASA Engineering Network.
- Presenter at the 2011 JPL Open House.
- Designed and implemented v1 of the NASA/JPL Space Images iPad application.
- Implemented version 2 update of the NASA/JPL Space Images iPhone application, with more than 1 million downloads.

- Developed Java J2EE and JSR-168 compliant portlets to extend functionality of Vignette Portal.
- Developed JSR-168 compliant portlets leveraging the Java Spring Portlet MVC framework to extend functionality of Liferay Portal, using Eclipse Studio.

Software Engineer Intern

Jun. 2008 – Oct. 2008

AT&T Interactive

Glendale, CA

- Designed and implemented prototype of a location-based mobile search app for iPhone, utilizing a Ruby on Rails web service layer and iPhone geolocation functionality. The released app was selected as a New York Times App of the Week, and was featured by technology blogs including Gizmodo.
- Developed internal quality analysis tools and vertical search portals utilizing Ruby on Rails, as part of AT&T Interactive's Research and Development group.

Web Application Developer (Work-Study)

Oct. 2008 – Jun. 2008

University of California, Los Angeles

Los Angeles, CA

- Developed a web-based employee vacation accrual and leave tracking system utilizing Microsoft ASP.NET (VB), SQL Server, MS Visual Studio, and IIS, saving **190** administrative work hours each year.

Associate Web Developer (Intern)

Aug. 2007 – Oct. 2007

University of California, Los Angeles

Los Angeles, CA

- Developed an online advertisement delivery web-application to provide targeted ad placement with centralized campaign management for QAD's websites.
- Designed and developed an intranet website for information related to the company's flagship product, in collaboration with team members in Antwerp, Belgium and Tokyo, Japan.

EDUCATION

University of California, Los Angeles

Los Angeles, CA

Bachelor of Science in Cognitive Science, Specialization in Computing (GPA: 3.24/4.0)

Jun. 2011

AWARDS

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| • NASA Team Honor Award | • Orfalea Foundation Scholarship |
| • UCLA STAR Award | • Daniel and Anne Hawkes Memorial Scholarship |
| • JPL Bonus Award | • Philip and Frances Carpel Scholarship |
| • National SMART Grant | • Santa Barbara Host Lions Club Scholarship |