Ian Ulery

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

Carmel, IN | xxx-xxx-xxxx | x@x.com | linkedin.com/in/ianulery | github.com/ianulery

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
BGI

Sep. 2014 – Present
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
Thompson Capital

Sep. 2014 – Apr. 2020
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
University of California, Los Angeles

Jun. 2011 – Sep. 2014
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
NASA Jet Propulsion Laboratory

Apr. 2009 – Jun. 2011
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

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