James Brink

Phoenix, AZ
(480) 410-1846
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I specialize in infrastructure as code, and building out highly efficient and fault-tolerant environments using CI/CD pipelines.

EXPERIENCE

Extensive experience with Docker, Terraform, Ansible, Packer, AWS, Apache CloudStack, Kubernetes, Prometheus, InfluxDB, Cassandra, and various other relational database systems.

NFTCO/Unblocked, Remote — *Site Reliability Engineer*

August 2022 - April 2023

Worked within a small engineering team and maintained the AWS infrastructure, monitoring, and all things CI/CD related. Spent a good amount of effort to drastically reduce our applications operating costs by about 45%. Built out custom monitoring, including Prometheus exporters. Did a lot of work with GitHub Actions, and leveraged self-hosted runners for faster pipelines.

Blockfolio/FTX, Remote — *Site Reliability Engineer*

November 2020 - August 2022

Worked directly with a small and highly talented team of engineers to maintain and improve an AWS infrastructure for an event-driven, and very active application. This role required me to become familiar with Cassandra, and InfluxDB and ensure we stayed ahead of the curve on scaling both as we had very massive data sets. In addition to the usual DevOps/SRE tasks, I assisted in mitigating multiple attacks on the infrastructure regularly.

Synapse Studios, Tempe, AZ — *Director of Infrastructure*

January 2020 - October 2020

Worked closely with software engineering teams to build out a reusable and modular terraform covering a very specific application stack on AWS. Managed & monitored around 15 different AWS accounts owned by customers. Set up custom monitoring and VPN solutions as well as maintain CI/CD pipelines and improve build times.

Solid Command Inc, Phoenix, AZ — *Director of Infrastructure*

August 2019 - August 2022

Built out a private cloud on bare metal servers using Apache Cloudstack. Built out infrastructure that ran on top of the private cloud. All of this work was infrastructure as code using Ansible, Terraform, Packer, and Docker.

CONTACT

brink.james@gmail.com

(480) 410-1846

GitHub

LinkedIn

Twitter.

EDUCATION

Certification, CCNA
Cisco Systems - 2007

Diploma, Network Switching Systems
General Dynamics - 2001

Diploma, Satellite Communications
Department of the Army - 2001

LANGUAGES

Python
Bash Scripting
Ruby
GoLang
Rust

Kadima Ventures, Phoenix, AZ — *Director of Infrastructure*

December 2017 - 2019

Building awesome stuff, with an amazing team. Initially hired into a SysOps/DevOps role which also included R&D work and building proof of concepts for various products. Was quickly promoted to Director of Infrastructure where I became responsible for managing the operations team, and all production infrastructure. Extensive work with AWS, Kubernetes, Docker, Terraform, and CI/CD pipelines. Created automated pipelines for an existing production application drastically reducing deployment times.

GoDaddy, Gilbert, AZ — *Site Reliability Engineer*

September 2015 - November 2016

Hired as a Systems Administrator for shared hosting operations, and later progressed into an Engineering role on the Hosting Automation Team. Managed a mixed Windows/Linux production environment. Daily tasks included mitigating network attacks, monitoring infrastructure, resolving system configuration, performance, and capacity issues. I later transitioned into an engineering role where our team automated most of the daily operational tasks, reducing the workload of the operations team as well as decreasing downtime across the environment.

Taste.com, San Francisco, CA — *Lead Engineer*

May 2015 - September 2015

Lead engineer for an online catering company based in San Francisco, CA. This role involved re-factoring and improving upon an existing Ruby on Rails application.

Yahoo, Sunnyvale, CA — *Senior Services Engineer*

July 2015 - August 2015

Contracted to work on the Small Business Services Team to migrate all Yahoo Small Business Services from Yahoo to Aabaco. Assisted with day-to-day operations of production, development, and QA environments.

Edward Jones, Tempe, AZ — *Systems Administrator II*

January 2008 - May 2015

Brought on board to take over management and monitoring for a range of enterprise applications. Responsibilities included application deployment, incident triage, and troubleshooting Linux and Windows environments. Promoted to System Administrator II after demonstrating an aptitude for tackling complicated infrastructure problems from availability to disaster recovery.

Media Solutions Corp, Tempe, AZ — *Software Engineer*

September 2011 - October 2012

Hired to lead efforts to bring a project that was 4 months behind schedule up to date and deployed to production. By Utilizing Ruby on Rails, I started a new and rapidly prototyped and deployed the requested feature set within 2 weeks. In addition to application maintenance, I was responsible for the oversight and mentorship of new Ruby developers.

Accram, Phoenix, AZ — *Network Engineer/Systems Integrator*

January 2004 - January 2008

While at Accram, my time was split between managing internal infrastructure, running the company's small ISP, as well as managing customers' networks and servers. My daily duties varied dramatically from one day to another, as we were always taking on new customers with new challenges. Spent a lot of time on projects, generally working as a lead. Selected to manage and lead customer technical onboarding and integrations. Worked directly with sales teams to identify and pursue new customers and deliver solutions specific to their needs.

PROJECTS

Arch Linux — *AUR Package Maintainer*

Maintaining packages not included in the distributions primary repository.

Essex — *Creator / Maintainer*

Boilerplate for Docker-Based Projects.

brinkOS — *Creator*

Experimental Linux distribution based on Arch Linux.

Envisaged — *Creator / Maintainer*

Effortless Gource Visualizations with Docker.

Docker Darling — *Creator / Maintainer*

Experimental docker container with Darling for macOS runtime.

Docker OpenGL — *Creator / Maintainer*

Base Docker Image - Mesa 3D OpenGL Software Rendering (Gallium) - LLVMpipe, and OpenSWR Drivers.

Barcoded — *Contributor / Maintainer*

A dynamic barcode generation web service.