Objective

Seeking a full time position as a Production Engineer or a Site Reliability Engineer on a large or global scale located in the California Bay Area or Seattle Washington.

Skills

High Level Skills:

System Administration, System Automation, Linux, macOS, Hardware Troubleshooting and Support, Network Administration, Active Directory, Virtualization, Database Management, Data Backup, System Monitoring and Alerting, Documentation

Tools:

Splunk (splunk.com), Puppet (puppet.com), Teamcity (jetbrains.com/teamcity), Graphite (graphiteapp.org), Grafana (grafana.com), Prometheus (prometheus.io), Tivoli (ibm.com), SaltStack (saltstack.com), Cobbler (cobbler.github.io), GitHub (github.com), Redis (redis.io), Nagios (nagios.org), Mesos (mesos.apache.org), AWS (aws.amazon.com)

Programming Languages:

Java (6 years), Bash (4 years), Python (3 years), C (2 years), Ruby (2 years), C# (1 year)

Other Skills:

Film production, Illustrator, Photoshop, After Effects, Premiere Pro, AVID Pro Tools, Radio Broadcast (rivendellaudio.org), Live Audio/Video Production, Audio Engineer, AES Member, HAM Radio - Technician (KC1DHD)

Experience

Amazon Web Services (aws.amazon.com)

Portland, Oregon

Cloud Support Engineer - Linux

03/2020 - Present

Provide support for enterprise customers using various services on AWS such as EC2, EBS, EFS, Elasticache, and CloudWatch. Update and improve internal documentation across different teams and

Apple (apple.com)

Cupertino, California

Siri Production Engineering

01/2018 - 09/2019

Deployed and maintained fleets of servers and worked across multidisciplinary teams to improve reliability, insight, and monitoring of systems on a global scale. Performed on-call responsibilities for globally distributed applications which included: code releases on a fast paced schedule, coordinated traffic moves for required maintenance or unexpected service outages, writing incident reviews, and troubleshooting developer workflows. Automated various workflows reducing the required engineering resources, and created or refined documentation. Controlled access to many restricted systems, enforcing and auditing access requests. Developed solutions across many teams that handled faulty hardware, decommissioning procedures, managed fleet-wide updates, monitoring, and escalation policies.

Siri Dev Ops - Intern 01/2017 - 08/2017

Developed a system to report the state of all servers on a global scale and produced various reports from the data collected. Communicated with multidisciplinary teams throughout Apple to expand my knowledge on the server infrastructure, monitoring and reporting platforms, and automation processes.

WITR 89.7 (witr.rit.edu)

Rochester, New York

Chief Engineer 01/2016 - 05/2017

Elected the designated Chief Operator for RIT's college radio station. Managed a team of volunteers and employees which rebuilt many of the core services running the radio station. Coordinated with university administration and radio industry professionals to design and execute the construction of a \$250,000 industry level broadcast studio. Learned many key concepts for system automation and system monitoring for a 24x7 service such as radio broadcast.

Staff Engineer 05/2014 – 12/2015

Assisted the Chief Engineer maintain and rebuild many of the radio station's core services. Onboard and converted older systems to be controlled via SaltStack and Cobbler infrastructure. Initiated monitoring system for entire infrastructure. Initiating the plan for construction of a new studio, Studio X.

Education

Rochester Institute of Technology (rit.edu)

Rochester, New York

2013 - 2018

Computer Science – BS

WITR 89.7, Ukulele Club

Gates Millennium Scholarship (www.gmsp.org), 2013