Justin Howard Bolden Barnowski

CONTACT INFORMATION

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EDUCATION

University of Michigan, Ann Arbor, MI **2010 - 2013**
B.S.E. Computer Science, Cum Laude

SUMMARY

Highly motivated and results-oriented professional with experience in software development, test automation, system administration and hardening, and team leadership. Seeking immediate hybrid or on site employment with the U.S.

EMPLOYMENT

Zipline International *Remote – Chicago, IL*
Site Reliability Engineer **2022 - 2023**
Remotely managed and initialized multi-OS hardware infrastructure for multi-continent drone medical delivery network. Deployed monitoring solution able to see all drones and detect and avoid targets worldwide on Kubernetes. Managed privileged in cloud Github Actions based CI/CD system running within EKS. Managed ArgoCD to enable rapid deployments utilizing Helm. Assisted with design of Elasticsearch index structure for external catalogs and inventories.

Learned how to deal with high stress situations, and 100% remote work does not meet my requirements for collaboration.

Neighborhoods.com *Chicago, IL*
DevOps and Enterprise Services Manager **2020 - 2022**
Worked extensively to maintain data lake operations using Kubernetes and Apache Airflow. Deployed machine learning models to make business decisions, to free up human resources. Managed Kubernetes control planes via Terraform, Packer, and Ansible running on ec2. Led war room and root cause analysis sessions through numerous AWS outages. Developed reusable infrastructure as code for deploying Postgres clusters on AWS RDS. Replaced NewRelic with DataDog on Kubernetes clusters for enhanced service tracing and Real User Monitoring. Led cluster operations including Jenkins patching and upgrades. Developed an organization-wide strategy for utilizing Github Actions. Configured PagerDuty alerts to alert teammates of issues, including silencing/queuing of non-critical alerts during off-hours. Wrote a minimal Golang based network monitoring daemon to detect and mitigate known Linux kernel bugs. Handled employee on boarding and off boarding, via administering Google Workspaces, Keycloak, 1Password, and LDAP. Handled hiring and managing one FTE System Administrator employee, and one contract DevOps employee.

Learned that development can be thought of as a vector consisting of both velocity and direction, and the best time for feedback is the planning stage.

DocuSign *Chicago, IL*
Linux DevOps Engineer **2019 - 2020**
Primarily responsible for automating patching all kernel and OS-level packages worldwide on on-prem VMWare virtual and physical Linux infrastructure. Improved monitoring to detect any service failure within five seconds, and when possible automated recovery. Worked with numerous engineers to learn how to rectify various failure modes. Participated in infrastructure on call rotations. Extensively used Hashicorp tools Vault and Consul. Participated in disaster recovery simulations. Participated in FedRAMP audit interviews for renewal of SpringCM's status.

Learned how to tactfully bring up security incidents and vulnerabilities with subject matter experts, and submitted appropriate security exceptions requiring additional technical context.

University of Chicago, Center for Data Intensive Science *Chicago, IL*
Lead QA Engineer Genomic Data Commons **2017 - 2019**
Promoted to QA Lead within a year. Automated a number of repeated validation tasks in python. Utilized on-prem infrastructure to automatically test new externally written code. Added security guardrails for safe handling of sensitive tokens. Assisted in rectifying numerous data and functionality defects. Led monthly operational readiness review meetings. Led a team of three FTE and four UChicago interns. Reviewed countless lines of code across multiple disciplines: bio informatics, infrastructure, data migrations, and the application layer. Completed a Linux Foundation Kubernetes Administration course.

Learned how to align others' personal goals with that of the organization, and gained extensive knowledge of Openstack virtualization and Saltstack configuration.

Tophatter Inc *Palo Alto, CA*
Developer **2016 - 2017**
Enabled international expansion via multi currency transactions within the Android client. Updated Tophatter's Android app to Google's Material design specifications. Implemented disk caching of upcoming auction images. Built the item loading animation to increase new user retention by 20%. Utilized A/B tests to detect user engagement changes against new UI changes. Studied the demographic breakdown of those changes and made additional changes to adjust to our largest markets.

Learned that gathering data to justify changes and continuously monitoring that data is a recipe for success.

Ericsson Mediaroom *Santa Clara, CA*
Software Engineer **2014 - 2016**
Built the inversion of control pattern enabling multi-tenant landing service. Centralized the web application calls to enable multi-client DRM video playback. Familiarized myself with web app components, which enabled businesses to change the look of their specific app while maintaining a shared codebase. Ensured customizable security configuration with GitOps principals. Took upon the role of Scrum Master in addition to other duties. Implemented automated tests using a Selenium Web Driver in both C# and javascript.

Learned how to motivate a team, prioritize work, Agile work processes, and how to put out a technical fire.

Microsoft Mediaroom *Mountain View, CA*
SDET Intern **2013 - 2013**
During three month internship with the Test Tools and Infrastructure team I adapted email templates to speed up developer diagnosis of failing test cases. Captured raw html and images on a failing test case to assist with error diagnosis and/or test updates via Microsoft Test Manager. Presorted logs of server errors during failed test execution time windows, utilizing Team Foundation Server APIs.

Learned how small improvements to developer workflows could make create massive benefits for both developer happiness and the bottom line. The above changes saved Microsoft around $400,000 per year in developer time.