

Jake Gaylor

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Summary

- Six years of experience as a full stack engineer, from operations to front end.
- Managed a petabyte scale big data infrastructure (Cassandra, Kafka, Spark via EMR)
- Experience creating multi-cloud infrastructures for increased availability
- Proponent of immutable infrastructure. I've been around the block with containers (docker) and machine images (amis)
- Developed continuous integration/delivery pipelines in which all the components of a distributed system were built, tested, and potentially deployed in response to source code changes and dependency updates.
- Administered Kubernetes clusters on CentOS, CoreOS, AWS, and GKE

Experience

SENIOR DEVOPS ENGINEER @ PROTECTWISE, INC – AUGUST 2016-CURRENT

At Protectwise I am responsible for maintaining the reliability of the core platform and our web services. Far more than just an SRE though, I am empowered to create things that allows our team to do more with less. Using modern operations tooling like terraform, packer, aws, chef, and various programming languages I strive to enable our small ops organization scale to service our growing number of engineers. Recently I built a mechanism for baking amis based on a simple json configuration that was blown into a full packer file before being passed to packer to create the ami using our chef cookbooks. This enabled future projects that moved the organization towards an immutable infrastructure.

DEVOPS ENGINEER @ FOOD SERVICE WAREHOUSE – JUNE 2015-MARCH 2016

At FSW I was responsible for managing the infrastructure that runs our micro-services architecture. As we needed to move from a monolith to dozens of independent services we knew we had to reduce setup times on deploys from days to minutes and monitoring, alerting, logging, building, and deploys all needed to be done in a standard way. When I left the ops organization was providing service to our engineers using Kubernetes on top of CoreOS using fleet, etcd, and flannel. (With a splash of Jenkins for good measure!)

CO-FOUNDER @ NESTEDDATA – MAY 2013- APRIL 2015

As the technical founder, I was responsible for every technical facet of the business. I created systems to consume social media data from multiple providers in a fault tolerate, highly available, and scalable manner. Additionally, I built and administered our consumer facing web applications and marketing site.

PROJECTS:

Social Media Data Router: This system, which relies on redis, mongodb, express.js, docker, http, and websockets, allowed our client applications to register data collection needs on a per user basis and consume the collected data directly from an internal service rather than a smorgasbord of third part data providers. Data collection was accomplished by creating a "hub" for "bots" to connect. Bots would announce their capabilities in the form of networks and supported apis/queries and the registry would provide data collection requests to appropriate bots.

SocialDrizzle: A tool for displaying social media data at live sporting events. This application was used by high schools and colleges to create curated feeds of posts from their fans in real time and highlight them on displays around the venue. The athletic department at Mississippi State University had a need and SocialDrizzle was built to fix it.

TECHNICAL COORDINATOR @ MISSISSIPPI STATE UNIVERSITY – .JUNE 2010 - JUNE 2014

Worked as the lead programmer and coordinator of projects at the Social Science Research Center's Innovative Data Laboratory. Responsible for system/database architecture, application development, user experience and algorithm implementation on various web-applications.

PROJECTS:

Social Media Tracking and Analysis System (SMTAS): A system to collect, analyze, and visualize social media data for researchers to gain valuable insights into public opinion, views and fluidity.

- Built as a distributed system of taggers, data stores, and worker pools
- Highly Available Infrastructure hosted on a public cloud
- SaaS tool to provide researchers access to data without a programmer on staff.

Employee Management System: A web application designed for a survey laboratory's call center.

- Built using Meteor and deployed as a node.js app served via nginx on Linode.
- Touch Screen Web Interface

HACKER – ALWAYS

Please check out my github profile (<http://github.com/jhgaylor>) for a bunch of work samples.

Elophant api wrapper: A client for the elopphant api in python using requests

TLDR.io api wrapper: A client for the tldr.io api in python using requests.

Sublime-django-snippets: Generic code blocks for Sublime Text 2+

Lolhubot: A fork of github/hubot for use with the Riot Games Jabber server.

Hubot-cashbrain: A brain for github/hubot that has a time based cache mechanism. Primary use case is to store HTTP response bodies for consumption by multiple chat commands.

Skills

Languages: Javascript, Node.js, Coffeescript, Python, Bash. [Dabble in Ruby & Go]

Frameworks: Meteor.js, Express.js, Hapi.js, Django, Flask, jQuery, Twitter Bootstrap

Databases: postgresSQL, MongoDB, Redis, Etcd, Cassandra

Messaging Systems: Kafka, RabbitMQ

Infrastructure/Automation: Kubernetes, CoreOS, Terraform, Packer, Fleet, Docker, Jenkins, Ansible, Chef, Vagrant, GCE, AWS, ELK, Gitlab CI, Sensu, zookeeper

Build Tools: Grunt, Gulp

Miscellaneous: Git, Github, Gitlab