J.J. MONTGOMERY

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EXPERIENCE

Senior Software Engineer   *Bellevue, WA*: Dec 2024 - Nov 2025
Meta | *DevInfra*
Steward of the production macOS fleet used for remote execution of build and test workflows across Meta
- Managed the platform for tens of thousands of rack-mounted Mac mini hosts in Meta datacenters
- Worked on migrating workflows to virtual machines (VM's) running on the production macOS fleet
- Created a pipeline in Python and Hack (PHP dialect) to produce daily VM images to run existing workflows
- Reduced fetch times for VM workflows by 67% by implementing a persistent cache in Rust

Senior Software Engineer   *Remote*: Feb 2022 - Aug 2024
NerdWallet | *Infrastructure Engineering*
Responsible for the continuous integration and deployment (CI/CD) platform across NerdWallet
- Supported teams with CI/CD on GitHub Actions, Jenkins, Terraform, AWS, ArgoCD, and Kubernetes
- Proposed and implemented key components of a new CI/CD platform for use by ~150 engineers
- Created composable GitHub actions to build and deploy Python Flask apps in Docker containers with ECR
- Developed self-service portal with OpsLevel service templates for team AWS accounts leveraging Terraform
- Maintained and added new features to shared libraries in Python and Go related to infrastructure
- Mentored two junior engineers on my immediate team with career development

Software Engineer II   *Seattle, WA*: Oct 2018 - Feb 2022
Indeed.com | *Delivery Engineering Group*
Maintained and supported Indeed's CI/CD pipeline built on Jenkins
- Reduced build times by 23% and outages by 84% by federating a monolithic Jenkins controller to Kubernetes
- Developed and maintained Groovy shared libraries for Jenkins pipelines to enable build, test, and deploy
- Pushed for continuous delivery adoption across the company with "push on green" initiative
- Lead a team of two other engineers focused on resolving build dependency issues across the company

Software Engineer II   *Seattle, WA*: May 2017 - Jul 2018
Uber | *Build and Dev Tools*
Designed and built a unified build system for all teams across Uber
- Forked and adapted Go Dep (since deprecated in favor of Go modules) for project dependencies at Uber
- Adapted Buck (written in Java) to work in Uber's build system to build Go projects
- Mentored 1 long-term intern from Ada Developers Academy

Software Development Engineer I   *Seattle, WA*: Sep 2013 - May 2017
Amazon | *Builder Tools (2015-2017)*
- Responsible for PackageBuilder, the build system for Version Sets that built all software packages at Amazon
- Implemented features in Java Spring services and Perl scripts that were part of the build system
Prime Now (2014-2015)
- Wrote Javascript and Java for the first mobile app to enable 1-hour delivery to customers in 2014
- Mentored 1 intern for the summer working closely with them to deliver a new feature for the app
Financial Ledger and Accounting Systems (2013-2014)
- Onboarded Amazon teams to fully-automated accounting system in Java

Software Engineer   *Minden, NV*: Jun 2012 - Sep 2013
GE Oil & Gas | *Bently Nevada*
- Tested firmware and software for a new project on the ADAPT product line for the subsidiary Bently Nevada

EDUCATION

Utah State University, Logan, UT
B.S., Computer Science

SKILLS

Python | Rust | Java | Go | CI/CD | Kubernetes | Jenkins | GitHub Actions | Docker | DataDog | AWS | Terraform
Technical Writing | Mentoring