

Jeff Johnson

Seattle, WA | (330) 304 - 6427 | johnsonjeff@gmail.com | johnsonjeff.com

Employment **Google Cloud, Seattle, WA** [September 2016 – Present]

Staff Software Engineer – BigQuery

- Founding member of BigQuery Omni team, a project to run BigQuery on AWS and Azure. My focus is on cloud infrastructure, deployments, and our application architecture on Kubernetes. I helped grow the broader team from 5 engineers to 30+ and built cross-team partnerships.
- Drove cross organizational alignment and provided strategic technical contribution to port Container-Optimized OS (Linux distribution) to AWS/Azure and extend Anthos (Kubernetes) for first-party workloads recognized externally as a key strategic initiative for GCP [[forbes coverage](#)].
- Designed and implemented with 5+ SWEs, a system for managing multi-cloud deployments of Linux, Kubernetes, and our multi-tenant application. The system is the first of its kind to leverage Google-internal infrastructure to operate a Google SRE supported services on AWS/Azure.

Senior Software Engineer – Anthos, Google Kubernetes Engine

- Founding member of team that built GKE On-Prem/Anthos, a multi-cloud Kubernetes distribution. I drove design and implementation around upgrades and addons as well as leading the GA release for the cluster lifecycle team.
- Lead design and development of an addons framework for integrating first party partner teams into Anthos. Led the open sourcing of the framework to the Kubernetes Working Group created as a result of the project. [[github](#), [kubecon talk](#), [working group](#)]

Software Engineer – Cloud Graphite

- Founding member of the [Kubo](#) team, a Kubernetes distribution for BOSH/Cloud Foundry. Designed networking strategy and Cloud Foundry integration. [[github](#)]
- Developed Cloud Foundry and Google Cloud Platform (GCP) integrations (e.g. [Stackdriver](#), [Deployment Automation](#)) and worked with strategic customers to design their Pivotal Cloud Foundry architecture spanning on-premise and GCP.
- Spoke at several conferences on cloud technologies. Organized a web series on Pivotal Cloud Foundry including writing several episodes. [[favorite talk](#), [web series clip](#)]

Microsoft, Redmond, WA [August 2013 – September 2016]

Software Engineer II – Office Graphics

- Shipped the new charting engine in Office 2016 with a focus on cross platform UI.
- Planned and executed interface refactoring for the OfficeArt platform, cross-platform accessibility integration. Investigated and solved long-standing bugs in areas such as UI and file persistence.
- Built support for collaboration into OfficeArt content model to enable real time editing in Office Desktop and Mobile.

Program Manager – Office Graphics

- Owned and designed new features for charting in Office 2016 including UI and usage telemetry collection.

ClassBug.com, Chicago, IL – Co-Founder/CTO, Technical Advisor

Chicago, IL [2012 –2016]

- ClassBug is an e-Commerce and student management solution based on Ruby on Rails. It processes over \$1M/yr [2016] in transactions serving wellness studios across the country.
- Grew the project from seed funding to revenue positive which employs engineers, sales, and support to this day [2021].

Research

Understanding the Costs of Many-Task Computing Workloads on Intel Xeon Phi Coprocessors

- Built and benchmarked conceptual client-server framework for offloading work to Xeon Ph. Presented at GCASR 2013, covered by news publication HPCWire in October 2013.

Education

Illinois Institute of Technology

B.S. Electrical Engineering,
Computer Engineering

Chicago, IL [August 2009 – May 2013]
Magna Cum Laude

Technical Expertise

Programing Languages, Tools

- Golang, C++, Ruby
- Docker, Bazel, Terraform

Infrastructure

- Kubernetes, Google Cloud Platform
- Amazon Web Services, Azure