Jeff Johnson

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Employment

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

Staff Software Engineer – BigQuery

- Founding member of BigQuery Omni team, a project to to run BigQuery on AWS and Azure. My focus is on cloud infrastructure, deployments, and our application architecture on Kubernetes. I helped growth the broader team from 5 engineers to over 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 internal-Google 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. Lead 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. Learned the organization, realized I am foremost an engineer, and transitioned to SWE.

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   Chicago, IL [August 2009 – May 2013]

B.S. Electrical Engineering,   Magna Cum Laude
Computer Engineering

Technical Expertise

Programing Languages, Tools
- Golang, C++, Ruby
- Docker, Bazel, Terraform

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