

# Jeff Johnson

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

Senior Software Engineer – BigQuery

- Production Architecture & Deployment Lead for a new team and unreleased project. Responsible for in depth technical designs and leading team execution for customer preview.

Software Engineer (III, Senior) – Anthos, Google Kubernetes Engine

- Founding member of team that built GKE On-Prem/Anthos, a multi-cloud Kubernetes distribution. Anthos is platform that manages and builds on Kubernetes to deliver a consistent experience for datacenter and cloud environments.
- External Infrastructure Technical Lead. Drove deep technical designs, onboarded partner teams, helped prioritize the team's time, unblocked developers, and drove 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 and actively collaborate in the Kubernetes Working Group created for the project. [[github](#), [talk](#), [working group](#)]

Software Engineer (II, III) – Cloud Graphite

- Founding member of the [Kubo](#) team, a Kubernetes distribution for BOSH/Cloud Foundry. Designed networking strategy and Cloud Foundry integration. [[github](#)]
- Developed integrations for Cloud Foundry including Stackdriver Logging and Monitoring [[github](#)], an automated solution for deploying Pivotal Cloud Foundry [[github](#)], and managed an intern integrating Google Cloud Storage in BOSH. [[github](#)]
- Spoke at several conferences on cloud technologies. Organized a web series on Pivotal Cloud Foundry including writing several episodes. [[favorite talk](#), [web series clip](#)]
- Worked with high value enterprise customers to design their Pivotal Cloud Foundry architecture spanning on-premise and Google Cloud Platform.

**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 – Data Visualizations

- Owned and designed new features for charting in Office 2016 including UI and usage telemetry collection. Performed user research to validate and improve features.

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

Chicago, IL [2012 –2016]

- ClassBug is an e-Commerce and student management solution based on Ruby on Rails. It has processed over \$1M [2016] in transactions serving wellness studios across the country.
- Managed technical intern, transitioned CTO role, and onboarded new technical employees.

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,  
Computer Engineering

Magna Cum Laude

Technical  
Expertise

**Programing Languages, Tools**

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

**Infrastructure**

- Kubernetes, Google Cloud Platform
- Amazon Web Services