Jordan Garrison

Sr. Infrastructure Engineer

Austin, TX

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About me

Passionate about my family, coding, hiking, jazz, and being actively involved in my local church.

I love writing software that makes complex systems easy to use.

Skills

Methodologies
Infrastructure as a Product
GitOps
Embrace Complexity Create Simplicity
Immutable systems

Programming:
Go, TypeScript, NodeJS, Python, Shell Scripting

Automation:
Ansible, Chef, Puppet, Terraform, Pulumi, Nix

Linux:
Yes please! NixOS, Debian, Ubuntu, RHEL, Centos, Oracle Enterprise Linux, Fedora, Amazon Linux

Containerization:
Kubernetes, Docker

Systems:
Istio, Memcached, Redis, MySQL, Spark, Kafka, Hadoop

Education

2012-2017 **Bachelors of Science** — Texas A&M Univeristy
Major in Physics, Minor in Mathematics

Awards

2021	Top Performer - Own It	FloSports
2021	Promotion to Senior Infrastructure Engineer	FloSports
2019	CEO - Life Saving Award | CIO - Safety Award	General Motors
2019	Promotion out of New College Hire Program	General Motors
2018,2019	CIO Distinguished New College Hire	General Motors

Experience

2021-now **Senior Infrastructure Engineer** — FloSports
Lead role driving infrastructure as product at FloSports.
FloSports Deployment Proxy - Deployment proxy allowing for simple deployments to our kubernetes environments.
Cluster Automation Migration - Effort to deploy infrastructure utilizing GitOps. Goal is to deploy immutable kubernetes systems in a repeatable fashion with dns cutover.

2019-2021 **Infrastructure Engineer** — FloSports
Infrastructure as product team in charge of building the cloud platform FloSports services run on.
Load Testing Platform - Distrubuted load testing platform built on kubernetes jobs. Utilizes the Grafana/K6 load testing cli tool in a distributed manner. Allows FloSports to validate readiness for large streaming events. Built with ExpressJS and Yargs
Traffic Replay - Built functionality to replay traffic captured through our istio ingress gateway using GoReplay. Built on top of the Load Testing Platform

2017-2019 **Hadoop Platform Engineer** — General Motors
Worked as a Hadoop Platform Engineer engineering 15 PB core production clusters and multiple development environments for our Business and Data Science users.
Ranger and Atlas - Lead deployment role-based access to Hadoop production environments. Tight timeline to implement Ranger and Atlas services. The project allowed easier on-boarding and off-boarding of groups into Hadoop.
Automated Yarn Queue Scheduler - Developed Golang tool to allow for automated switching of the Yarn Queues for day and night workloads.
Hadoop Monitoring System - Python framework for monitoring cluster metrics. Integrated into Prometheus and an Oracle database to allow for frontend visualizations to be created using Grafana and a custom PHP dashboard.

2016-2017 **Research Technician and Python Developer** — Lynntech Inc.
Developed physical prototypes using Python and the Arduino programming language.
Iodine Detector - Small regulatory device which detected iodine absorbance in cartridges. Meant to prevent hyper-thyroidism outbreaks due to water mismanagement. The project involved circuit design, Python programming, Qt GUI design, and extensive testing of device consistency.
Salination Level Detection - Demo purifying sea water to drinkable water. Integrated the pH and saline sensors with an Arduino board to validate safe drinking levels.

2014 **Data Analyst** — Texas A&M Department of Physics and Astronomy
Research role in the Texas A&M Department of Physics and Astronomy and introduction to distributed computing. Worked as a data analyst running simulations of the Higg's Boson particle. Programmed in C++ and Bash to run proton collision simulations.