JOHN PAUL NEWMAN

Senior Software Engineer DevOps

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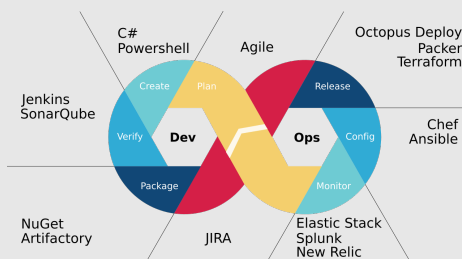
in /in/johnpaulnewman

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Skills

DevOps

Programming Languages

C# • SQL • Entity Framework

C • C++ • Python

Powershell • Bash

Ruby

Operating Systems

Windows

Linux (Ubuntu) • Mac OS X

Platforms

AWS

VMWare

iOS and Android

Xbox 360, PS3

Summary

Windows and Linux engineer proficient in C/C++, C#, Python, Powershell and Bash scripts. Working in Agile environments for a FinTech PCI DSS compliant business.
Highly competent in Windows and Linux automation, using Chef and Ansible. Experience in infrastructure automation, using Packer and Terraform, on both AWS and VMware.

Work Experience

DevOps/Senior Software Engineer
Wonga (2012 - Present)

Working as part of a small platform engineering team that support DevOps practices through the implementation and creation of CI/CD tools and infrastructure.

Responsibilities: -
- Implementation and maintenance of Amazon Web Services (AWS) infrastructure, including 200+ EC2 instances and Active Directory servers
- Implementation and maintenance of all CI/CD systems, including Jenkins, Artifactory, Gerrit, Octopus Deploy, and Windows build/deploy agents
- Drive CI/CD best practices
- Create Ansible playbooks for CI/CD servers
- Create HashiCorp Terraform templates to deploy AWS and VMware architecture
- Create HashiCorp Packer templates for AWS and VMware
- Support SOA architecture applications that use NServiceBus using both MSMQ, with DTC, and RabbitMQ as a transportation layer
- Interim Scrum Master, during the transitions
- Interim Team Lead, of 3 people

Key Achievements: -
- Created Ansible roles to deploy an ELK/Elastic stack, Artifactory, Gerrit, and Jenkins servers
- Created a Data pipeline in Python using AWS Lambda, Kinesis, and Glue.
- Created a process to deploy a legacy VB6 application using Chef, Powershell, and AWS S3
- Developed and maintained Chef Cookbooks for Continuous Integration (CI) servers
- Developed a RESTful Reporting Service using C#, Entity Framework (EF), JQuery and a d3.js frontend
- Created Powershell build and deploy scripts to replace, Ruby Rake, and MSBuild scripts, which included a DSL implemented in PowerShell for NuGet packing
- Developed a Ruby application that created a Graphviz DOT file of Microsoft Visual Studio solution dependencies, which was displayed via a JQuery website that allowed dependency selection and filtering
- Introduced the use of NuGet, Artifactory, Octopus Deploy to manage dependencies and deployment packages

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Projects ─────────

Data Pipeline

- AWS Lambda (C# & Python)
- AWS Kinesis
- AWS Glue & Athena
- AWS EMR (Scala & PySpark)
- AVRO

OCR Solution - Hackathon : Winner

- Python (Flask, Celery, RethinkDB)
- RabbitMQ

Reporting Service

- C# (AutoMapper, Windsor, Entity Framework)
- JQuery & d3.js

Gerrit Backup Solution

- Python
- AWS S3

C# Dependencies Graph

- Ruby
- Graphviz & SVG
- JQuery

Chef LWRP

- Chef & Powershell

Palm OS RSRC Extractor

- C++, MFC, COM

Adobe Photoshop Automation

- Photoshop Scripting

Translation Memory Validation

- Classic ASP
- XSLT with Javascript functions

Qualifications ─────

Open University C++ Programming (MT262 Module)
Microsoft Exchange Server 5.5
Cambridge Information Technology
Certificate in Programming
Pascal and Delphi
BTEC 1st Diploma in Science & Health
12 Distinctions and 4 Merits

Work Experience

Software Internationalization Engineer II
PopCap Games International (2007 - 2012)
Worked as one of two internationalization engineers responsible for source code changes to ensure games worked in multiple regions, including APAC.

Responsibilities: -
- Internationalization and localization of flagship games, across multiple platforms in multiple development languages, including C++ and Objective-C
- Liaise with US and APAC project teams to achieve timely delivery and mutual project goals
- Act as point of contact/subject matter expert for project Internationalization matters

Key Achievements: -
- Managed multiple key projects simultaneously – liaising with multiple project stakeholders in the US and APAC
- Developed numerous Python, JavaScript, and VBA tools to reduce engineering time and resources
- Reduced art resource requirements by automating Adobe Photoshop to create Asian language Bitmap Fonts
- Created a script to import/export text from Photoshop files, allowing for faster translation of graphical assets
- Consistently took the initiative to scope and analyze new technology requirements and project impacts

Software Internationalization and Build Engineer
Welocalize/Connect Global Solutions (2002 - 2007)
Worked as lead engineer on various projects, responsible for projects and team members.

Key Achievements: -
- Received client recognition for designing, developing and implementing an online system in Classic ASP that validated Translation Memories (TMs) and ensured higher leverage, reducing future project costs
- Created extensive GNU and NMake makefiles
- Developed a tool in C++ to extract text from the Palm OS RSRC file format, enabling shorter localization cycles

Software Localization Engineer
Bowne Global Solutions (2000 - 2002)
Key Achievements: -
- Developed comprehensive functional test scripts for cutting edge mobile device, Handspring VisorPhone

Software Localization Engineer & IT Network Administrator
Tek Translation (1998 - 2000)
Key Achievements: -
- Migrated Novell to Windows NT 4 and Pegasus Mail to Exchange Server
- Set-up and maintained Sage Line 100, MS-DOS based, accounting system