

Justin Driggers

<http://justindriggers.com>

<https://github.com/justindriggers>

Alpharetta, GA

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Professional Experience

BetterCloud

Senior Software Engineer

Software Engineer

Atlanta, GA

December 2016 - Present

January 2014 - September 2016

- Developed highly scalable applications in languages such as Java and Go, in conjunction with frameworks such as Spring Boot and Google AppEngine.
- Extensively practiced test-driven development to provide full-confidence deployments via continuous delivery using Git and Jenkins Pipelines.
- Lead a team of several developers and a QA analyst to design, plan, implement, and deliver features during 2-week sprints in an agile/scrum environment.
- Participated in regular code reviews among peers in order to ensure the quality and functionality of production code was on par with company standards.
- Collaborated with several teams of engineers to ensure functional compatibility across projects.
- Provided clear and thorough documentation to increase the effectiveness of reusable code.
- Researched and implemented several database solutions, including MySQL/Vitess, ElasticSearch, HBase/BigTable, Google Cloud Datastore, and Redis.
- Implemented stream-processing and event-bus patterns utilizing messaging systems such as Apache Kafka, RabbitMQ, and Google Cloud Task Queue.
- Automated the provisioning of new infrastructure using Terraform, while maintaining source-controlled infrastructure-as-code for reusability and extensibility.
- Deployed highly scalable containerized microservices using Docker, Mesos, and Marathon.

Google

Software Engineer

Mountain View, CA

September 2016 - December 2016

- Contributed to the Wear OS Partner Engineering team to collaborate with third-party manufacturers in order to evaluate features and optimize performance for Wear OS devices.
- Ported Wear OS to new hardware, in close coordination with chip and device manufacturers.
- Wrote and reviewed kernel patches, with a focus on device features and security compliance.
- Implemented a system-wide service layer for mobile device display adjustments, enabling features such as burn-in protection for LED screens.

Open-Source Contributions

Ventriloid

GNU Public License v3

<https://play.google.com/store/apps/details?id=com.jtxdriggers.android.ventriloid>

<https://github.com/justindriggers/Ventriloid>

- Developed and maintained a voice-over-IP (VoIP) application for Android devices which allows users to connect to Ventrilo 3.x servers.
- Released on Google Play (formerly the Android Market) in 2010, receiving 100,000+ installs, and a 4.3-star rating across 4,800+ reviews.

Vulkan Java API

<https://github.com/justindriggers/vulkan-java-api>

MIT License

- Created an object-oriented Java wrapper for the Vulkan graphics API, which encapsulates the complexities of memory management away from application logic.

Glass Launcher

<https://github.com/justindriggers/Glass-Launcher>

Apache License 2.0

- Created an application launcher for Google Glass devices which allows the use of standard Android applications from the Glass interface.

Education**Bachelor of Science**

December 2013

Georgia Southern University

Statesboro, GA

- Majored in Information Technology.
- Minored in Computer Science.
- Specialized in Networking and Datacenter Administration.