

# JOHN Y. RODGERS

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## EXPERIENCE

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### Viasat

*Software Engineer*

San Diego, CA

August 2018 - November 2023

- Reduced time to build/test application suite by >3 hours through proposing and directing an intern project that implemented modern **CMake** patterns, **Docker** image patterns and upgrading build tools.
- Served as **Scrum Master** for 8-member development team for 3 years, streamlined project workflows, managed tasks in **JIRA** and collaborated with leaders across teams to drive successful project outcomes.
- Developed **C++** library to manage **UDP** and **OpenSSL** secured **DTLS** connections, provided both client/server roles, and **multi-threading** for heartbeat monitoring and packet queuing.
- Reduced time to complete **code reviews** by revitalizing processes, empowering developers of all skills to actively contribute/learn from every PR, integrated **GitHub** tools to streamline review process.
- Recovered data from failed Docker/Kubernetes containers by creating "black box" files, leveraging multiple threads, **circular buffers**, **IPC**-based communication, and remote **volume store**.
- Lowered dependency on individual expertise by initiating peer education program, conducting needs assessments, mobilizing subject matter experts, and creating a comprehensive video knowledge base.
- **Streamed** monitoring/analysis data from **Docker/Kubernetes containers** with multi-client to server log/metric publishing microservice leveraging **gRPC**, **Fluent Bit**, **Kafka**, **Grafana** and **Splunk**.
- Boosted technical proficiency by starting junior developer skill-up sessions resulting in a knowledge base of **Zettelkasten** and **Diátaxis** based notes populated with **C4**, **Sequence**, and **State** Diagrams.
- Optimized deployment process by regularly **deploying**, **debugging** and **administering** Linux-based VMs used to develop, test, and deploy Docker/Kubernetes containers.
- Delivered critical **on-call technical support** ensuring rapid issue resolution and system reliability, demonstrating a deep understanding of system architecture and cross-team product integration.
- Optimized **CMake** build process by developing Docker/Kubernetes container synchronizing artifacts stored in Perforce, leveraged **Bash** for scripting, volume mounts for file transfer to host.
- Eliminated **cybersecurity** risks by monitoring vulnerabilities using **Blackduck** and **Security Scorecard**, JIRA tracking of resolution, leading to a perfect security assessment for the project.
- Regularly used complex **regular expressions** for file identification by name and content with tools such as **find**, **ripgrep**, and **ag**, applied techniques for mass text editing in **Vim** and **Obsidian**.

### Viasat

*Software Engineer Intern*

San Diego, CA

June 2017 - August 2017

- Collaborated with an interdisciplinary team to consolidate multiple hardware testing tools into a single server rack, automating modem testing processes.
- Created equipment tests using **C++**, automated tests and reporting of results using **Python**, ensuring seamless communication and compatibility between devices.
- Performed extensive debugging and optimization of the automated system, ensuring robust performance in diverse operational conditions.

### United States Navy

*Information Systems Technician*

2007 - 2012

- Configured, maintained, and monitored ship-wide **local-area network** including **servers**, **firewalls**, **routers**, and **switches**.
- Supervised five-member team of diverse backgrounds and life experiences through daily operations by focusing on respect, communication, and motivation.

## EDUCATION

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### University of California San Diego

*Jacobs School of Engineering*

BS in Computer Science

- Coursework: Object-Oriented Programming; Advanced Data Structures; Theory of Computability; Software Engineering; Computer Architecture; Artificial Intelligence: Search & Reasoning; Computer Operations & Product Engineering