

Mike Rooney

Education

- **University of North Carolina at Chapel Hill** Chapel Hill, NC
M.S. in Computer Science Aug. 2013 – Aug. 2016
- **University of North Carolina at Chapel Hill** Chapel Hill, NC
B.S. in Computer Science Aug. 2009 – May 2013

Experience

- **Microsoft** San Francisco, CA
Platform Lead for AKS (Azure K8s Service) Jan. 2022 – Current
 - Improve reliability and performance of AKS customer control and data planes
 - Define and execute a roadmap to guarantee AKS continues to be the best in class managed k8s solution
- **Pluralsight** RTP, NC
Senior Instructor and Developer Jan. 2021 – Dec. 2021
 - Lead the cloud platforms vertical
 - Managed a large pool of contract instructors to deliver the best classes possible
 - Developed standardized processes to provision virtual lab environments for all proprietary courseware
 - Refined the product roadmap and strategic positioning of Pluralsight's "Flow" product
- **Loopback LLC** RTP, NC
Owner and Founder June 2020 – Jan. 2021
 - Acquired by Pluralsight
 - Development and delivery of innovative tech learning solutions customized for enterprise IT
 - Expert consultation for problems in the domain of cloud computing
- **Microsoft** Seattle, WA
Software Engineer Dec. 2017 – Sep. 2019
 - Ensure public SLA for the Azure Storage Resource Provider service (control plane for all storage offerings)
 - Develop/maintain migration scheduler service (responsible for all internal data movement) and replication code
 - Drive initiative to automate the decommissioning process for last gen storage arrays
- **Self-Employed** RTP, NC
Solutions Architect and Instructor Jan. 2017 – Nov. 2017
 - Performed as a solutions architect for RedHat to deploy, administer and develop atop their offerings catalog including OpenShift, Ansible Tower, JBoss middleware, etc.
 - Developed and taught Google's Data Engineering courseware as a Google Cloud Platform Authorized Trainer
 - Development of bespoke VR experiences
- **NetApp** RTP, NC
Software Engineer Apr. 2015 – Jan. 2017
 - Upstream API design and coding for Cinder (Block Storage) and Manila (Shared Filesystems)
 - Integrated NetApp hardware platforms into aforementioned OpenStack projects
 - Deployed and maintained internal CI/CD pipeline integrating NFS, iSCSI, and Fibre Channel systems
- **UNC-Chapel Hill** Chapel Hill, NC
Researcher and Teaching Assistant Aug. 2013 – July 2015
 - Design of novel camera sensor, SPICE modeling of selected image sensor components, and behavioral synthesis of sensor network
 - Analysis of expected performance and establishment of worst case noise bounds
- **SpaceX** Hawthorne, CA
Security Engineer Intern May 2014 – Aug. 2014
 - Emulation of commercial grade network processing units using GPUs

- **NVIDIA Corporation** Santa Clara, CA
Tegra Security Intern May 2013 – Aug. 2013
 - Digital architecture work to add Elliptic Curve Cryptography functionality to a dedicated coprocessor
 - Investigation into mitigating differential power analysis side-channel attacks
- **GAMMA Group** Chapel Hill, NC
Collaborator and Developer Aug. 2012 – Dec. 2012
 - Assisted in development of a multi-touch-enabled Android application that simulates virtual percussive instruments in real-time using physically-based sound synthesis
- **NSA** Fort Meade, MD
Cryptologic Access Intern May 2012 – Aug. 2012
 - Developed custom analytics for large scale data processing
 - Employed MapReduce techniques for optimal parallelization
 - Produced critical workflows that queried disparate databases by automating the generation of complex selectors

Skills

Languages: Python, Rust, Go, Javascript/HTML/CSS, Assembly (RISCV, ARM, MIPS), Verilog, L^AT_EX

Software/platforms/frameworks: Azure, Google Cloud Platform, AWS, Kubernetes, TensorFlow, all of the major Big Data analytics tools, CUDA, Ethereum, OpenGL, LLVM & GCC, JVM, ROS

Hobbies

- Analog and Digital IC hacking
- Videogames (playing and making)
- Racing