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

Pluralsight — RTP, NC
Senior Instructor and Developer — *Current*
- Lead the cloud platforms vertical
- Empower a large pool of contract instructors to deliver the best classes possible
- Develop standardized processes to provision virtual lab environments for all proprietary courseware
- Critically evaluate the Pluralsight "Flow" product across multiple client engagements to better define the product's roadmap and strategic positioning

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.
- 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, LaTeX

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