Nick Hayward

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Summary

Immediately after graduation I started at Cisco and rapidly learned Microservices and Go; traveled the world attending conferences, advocating for developers and gave my first presentation in Japan. Since then, I've collaborated with a variety of team sizes writing well documented and tested REST APIs. Also, focused on small details at every level from handling scale to UX/UI, trained ability to break down vague deliverables to actionable tasks. Thoroughly enjoyed all things craft ranging from coffee, wood-shop, and more. Physical and mental fitness are deeply important to me; always practicing lifelong learning.

Seeking new role that will challenge and expand my knowledge in full stack engineering, and further leadership and growth opportunities with a collaborative team.

Core Competencies

Problem Solving	Impact/Influence	Ability to Prioritize
Thoroughness/Detail oriented	Professionalism	Result Orientation
Public Speaking/Presenting	Initiative/Perseverance	Continuous Learning

Work Experience

IQVia, Senior Software Engineer, *September 2017 – Present*
- Jumped into major refactor of Layer0 to optimize performance and improve architecture for long-term stability. Removing 30% of the codebase as well as continued support of new AWS features.
- Developed platform to easily transition new and the existing 1,000+ services to **Kubernetes** on **EKS**.

Cisco, Software Engineer II, *December 2016 – September 2017*
- Tasked with building monitoring and logging to handle all services running in Cisco's new cloud initiative. The product had to work with all services and handle different log types; it was packaged and configurable via **Helm**.
- Removed 20% of the code and reduced Docker image by 30%, all while improving Fluentd performance to 10,000+ messages per second in structured JSON analyzed by **Kibana**.

Cisco, Software Engineer, *May 2015 – December 2016*
- Assigned with tracking down unidentifiable reliability issues. Lead and developed a monitoring system written entirely in **Go.** Discovered key areas of failure and was able to increase stability to 99% and convince leadership to migrate project to GKE for further stability.
- Developer Advocate for Shipped and Mantl, attended and spoke at many conferences.

Freelance, Designer and Software Engineer *October 2014 – Present*
- Lead developer on a small team, publishing many iOS apps including Wingman, Dawn to Dusk, and Too Sweet.
- One of two engineers working closely with a designer on iOS app Scavenger; written completely in Swift.

Technical Competencies

- **Go**: 3+ years in monitoring, logging and building PaaS and Microservices that scale.
- **Swift**: 4+ years; Completed iOS and macOS apps from designs in Sketch to finished product in iOS App Store.
- **Kubernetes/Docker/AWS**: 3+ years design in Microservices architecture; decoupling slow monolithic application.

Education

Bachelor of Science in Computer Science, Minor in Japanese May 2015

Washington State University, Pullman, WA

Extracurricular

2018 Open sourced Magic Mirror for macOS.	**2015** Founded Teku Industries.
2017 Volunteered at Bike Camp DSACT. Bar/Coffee Cart.	**2014** Lieutenant Commander at Sigma Nu.
2016 Speaker at LinuxCon + ContainerCon Japan 2016.	**2013** Studied abroad in Tokyo, Japan.