

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 iOS engineering, and further leadership and growth opportunities with a collaborative team.

Core Competencies

Problem Solving
Thoroughness/Detail oriented
Public Speaking/Presenting

Impact/Influence
Professionalism/Grit
Initiative/Intrinsic Motivation

Ability to Prioritize
Result Orientation
Continuous Learning

Work Experience

Alaska Airlines, iOS Engineer, March 2019 – Present

- Lead design and engineer efforts on implementing rebooking feature into Lobby app. Created Mocky, a macOS app to mock network responses, which lead to a faster development and shifted Alaska to maximize agile development.
- Finished and delivered Boarding Agent app used by 3,000+ CSA (Customer Service Agent), that is boarding over a million passengers each month.

IQVia, Senior Software Engineer, September 2017 – March 2019

- 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, May 2015 – 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**.
- Developer Advocate for [Shipped](#) and [Mantl](#), attended and spoke at many conferences.

Freelance, Designer and Software Engineer, October 2014 – March 2019

- 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

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

2019 Completed [STP \(Seattle to Portland\)](#) in 1 Day

2018 Open sourced [Magic Mirror](#) for macOS.

2017 Volunteered at [Bike Camp DSACT](#). [Bar/Coffee Cart](#).

2016 [Speaker at LinuxCon + ContainerCon Japan 2016](#).

2015 Founded [Teku Industries](#).

2014 Lieutenant Commander at Sigma Nu.

2013 Studied abroad in [Tokyo, Japan](#).