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.
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.