

Nick Gerakines

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Experience

- **PredictAP** **Remote | Massachusetts**
July 2021 – Present
Principal Software Engineer
 - At PredictAP I implemented the proof of concept that became our core platform including AI/ML/CS prediction engine and SaaS product.
 - Designed, implemented, maintain, and enhance application platform and underlying infrastructure on top of AWS.
 - My day to day includes scaling our platform, infra, technology stack, and team to support the growth of the product and business.
 - Keywords: Python, AWS, AI/ML, React, Kubernetes, Terraform, Data Pipelines, Data Warehousing, Leadership
- **Datadog** **Remote | New York**
April 2020 – July 2021
Infrastructure Engineer
 - Implemented internal solutions to orchestration challenges seen at massive scale.
 - Worked across teams to identify, design, implement, and maintain solutions used inside and outside of Kubernetes across multiple infrastructure providers
 - My day to day includes infrastructure management, analysis, software development, technical documentation, and mentoring other engineers.
 - Keywords: Golang, Kubernetes, Consul, AWS, Azure, Google Cloud, Observability
- **Mattel** **Remote | California | New York**
May 2017 – Present
Principal Software Engineer | Director of Software Engineering
 - At Mattel, I lead the Mattel Connected Products Platform team to brand IoT initiatives and products.
 - My responsibilities include working with other groups within Mattel to understand project scope and requirements, provide software development guidance to team members, and support the business at large
 - My day to day includes architecture and design, overseeing implementing, software development, and mentoring other engineers.
 - Keywords: Golang, RPC, OAuth / Identity, Google Cloud, AWS, Game Server Development, iOS, Android, NFC, Hardware/Firmware, Leadership
- **Colibri Learning** **Pennsylvania | Missouri**
September 2014 – May 2017
Director of Engineering
 - At Colibri Learning, I was the Director of Engineering and oversaw the technical design and implementation of our product offerings.
 - I'm largely responsible for ensuring that product requirements are translated into work that can be distributed by our internal team and external contracting teams as well as ongoing development and technical design management responsibilities.
 - Keywords: Typescript, Node, AWS, C#, .Net Core, Docker, Leadership
- **Hightail** **California**
May 2013 – September 2014
Staff Engineer
 - Senior member of the engineering team responsible for building applications, services and libraries to enhance the value of and increase business.
 - Worked with team members to create a document preview image rendering farm.
 - Worked with team members to create Hightail search service.
- **Blizzard Entertainment** **California**
March 2010 – May 2013
Sr. Software Engineer 2
 - Senior member of the engineer team responsible for designing, implementing and delegating work for internal and external projects and initiatives.
 - Work with directors and leads to document and enforce team standards and practices.

- Lead the development and release of World of Warcraft and Diablo 3 Web APIs.
- Designed, created and oversaw the hand off of the search system used across all of our community sites as well as a distributed image rendering farm that powers the World of Warcraft game site.
- Owned and was responsible for a variety of libraries, tools and developer toolkits used to create and manage our web application stack.

- **Electronic Arts**

Platform Architect

California

October 2008 – February 2010

- Built out the Rupture Platform team and bootstrapped the technologies used by that team.
- Oversaw the training and growth of team members new to the Erlang programming language and helped set and re-enforce standards and practices used by the team.
- Oversaw game team integration and relationship development with Rupture.
- Lead the development and release of the Rupture API and various components of the API.

- **Yahoo! Inc**

Software Engineer

California

November 2006 – October 2008

- **SixApart**

Software Engineer

California

January 2006 – November 2006

Projects and Personal Experience

- **Facebook Application: I Play WoW**

I Play WoW is a Facebook application that bridges the two social worlds of Facebook and Blizzard's World of Warcraft. The application was originally written in Perl over Catalyst with Memcached and MySQL. As the application started to grow parts of it were moved to Erlang and CouchDB. Sold to Electronic Arts in 2009.

- **Facebook Application Development**

ISBN 0470246669

Published in 2008, my first book brought readers through the process of creating and maintaining a Facebook application using all of the features and tools available at the time.

- **Managing AWS with Terraform**

ISBN 9780999799604

Managing AWS with Terraform is a hands-on guide to using Terraform to manage environments in AWS. We focus on simplicity, security, and maintainability, giving you everything you need to get started and make progress as you work through it.

- **Developer Community Participation**

Active in various software development communities and conferences. Have spoken and presented at conferences and gatherings including ACM ICFP, Erlang Factory and language user groups. Have actively organized events, presentations and have contributed to different projects and organizations that do so.

- **Open Source Contributions**

Active in the open source community through contributions to major open source projects as well as the creation and maintenance of several.

Skills

Technical

- 8+ years of DevOps experience
- 6+ years of Golang development
- 5+ years of Erlang, Java, C/C++, and Perl development
- 4+ years of NodeJS/JavaScript development
- 3+ years of Rust, Ruby, C#, Objective-c/Cocoa development
- 8+ years of MySQL / Postgres administration and usage
- 10+ years of Linux administration, configuration and usage
- 5+ years of AWS administration and usage
- 3+ years of GCP and Oracle administration and usage
- 1 year of Unity / VR application development
- 10+ years of REST / RPC design and implementation