

# Edward Anderson

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## EDUCATION

### GEORGIA TECH

#### MASTERS IN COMPUTER SCIENCE

2014 – 2017, 3.50 GPA

#### COURSEWORK

Software Engineering  
Information Security  
Machine Learning  
Artificial Intelligence

#### CAPSTONE PROJECT

Collaborated with Katrina Owen (GitHub issue) to study gamification's effect on intrinsic motivation in code reviewers on exercism.io.

### NC STATE UNIVERSITY

#### BS IN COMPUTER SCIENCE

3.57 GPA

President of NCSU Linux Users Group,  
3.5 years

College of Engineering Outstanding  
Senior Award for Leadership  
Marshal for Computer Science  
Graduation Ceremony, 3 semesters  
Chinese Language Department's  
Outstanding Achievement Award

## SKILLS

### SOFTWARE ENGINEERING

8 years, 25+ apps, 100k+ lines

Ruby and Rails

JavaScript / CoffeeScript

Deployment Automation

### DEVOPS INFRASTRUCTURE

1.5 years hands-on

Docker for Devs • Application Metrics  
Continuous Delivery • On-Call Alerting  
Continuous Integration • Dev Tooling  
AWS • Google Cloud Platform  
Feature Flag Release

6 months research & planning

Kubernetes • PCI Security Compliance  
Docker Swarm • Distributed Storage

## LINKS

GitHub:// [nilbus](#)

LinkedIn:// [nilbus](#)

Twitter:// [@nilbus](#)

portfolio:// [nilbus.com](#)

blog:// [blog.nilbus.com](#)

## SUMMARY

Senior/Lead Software Engineer w/ 8 years developing Ruby on Rails web applications. Recent Georgia Tech Computer Science Masters grad w/ Machine Learning & AI focus. Excels at shipping software efficiently and improving user & developer experience.

## EXPERIENCE

### ON-SITE remote, from Holly Springs, NC

#### DEVOPS LEAD

Apr – Sept 2017

Promoted to focus exclusively on improving our **engineering efficiency** because of my effectiveness in this area, both as a manager and as a software engineer.

- Identified our deployment process as the #1 bottleneck in our value stream
- Planned a migration from on-prem VMs to cloud-based **Docker & Kubernetes**
- Addressed security goals and EI3PA (PCI) **compliance for containers**
- Inspired team & individual change toward **backward-compatible migrations, 12-Factor App, ChatOps, Infrastructure as Code, Continuous Delivery**
- Completed planning for a move to RealPage infrastructure after our acquisition

#### SOFTWARE ENGINEERING MANAGER

Jan 2016 – Apr 2017

- **Managed** and **mentored** 3 teams: 10 development and operations engineers
- Hired 6 excellent engineers after implementing a consistent and useful **interview process**; screened all candidates and extended offers to our best
- Directed the addition of **monitoring, metric instrumentation, centralized logging**, and an **on-call rotation**, decreasing Mean Time To Recover
- Coordinated activity surrounding outages, providing leadership during events
- Worked constantly to **remove pain points** and **improve developer experience**

#### SENIOR SOFTWARE ENGINEER

Apr 2013 – Jan 2016

- Extended and maintained a 17-year-old hybrid **JRuby/Java/Rails** application
- Implemented **RESTful APIs** for **SOA** cross-service communication
- Adhered to **TDD/BDD** testing philosophy with all new features
- Transitioned our team to an improved branching strategy and **Jenkins CI**
- Instituted a weekly Lunch & Learn training; taught **advanced Git** conflict resolution, OO design, navigating Git blame, reversible deployments, and more
- Saved thousands annually by automating renter screening dispute filing
- Automated QA setup & production deploy: cut turnaround from 4 days to 1 hr

#### SCIMED SOLUTIONS Durham, NC

#### SENIOR SOFTWARE ENGINEER

May 2010 – Mar 2013

- Crafted custom **Ruby on Rails** applications for consulting clients
- Maintained Rails **API back-end** for mobile applications
- Built highly usable interfaces using **Backbone.js** and **jQuery**
- Interfaced directly with clients as a project manager and client liaison
- Open-sourced capistrano-windows-server gem for Windows deployments
- Taught conventions, refactoring, and tools at 20+ training meetings

#### THE NINTH CUT remote, from Raleigh, NC

#### TECHNICAL CO-FOUNDER

Jan 2008 – Apr 2010

Launched entertainment database site built on **Ruby on Rails, JavaScript**, and **AWS**