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| Joshua Daniel Westmoreland |  |

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|  |  | **GitHub:** | <https://github.com/pac78275> |

**OVERVIEW:**

* Experienced engineer with a broad skill set
* Currently employed as Senior Build and Release Engineer at GE
* Education: Master of Science in Applied Computer Science
* Specialties in software engineering, build and release engineering, DevOps, and automation
* Experience working with large codebases and multiple projects
* Proficiency with many modern computer science concepts including methodologies, programming languages, testing frameworks, operating systems, version control, etc.
* References available upon request

**EDUCATION:**

* **Bachelor of Science in Political Science**

Concentration: Law and the Courts

Minor: English

Graduation date: July 2004

University of West Georgia, Carrollton, GA

* **Master of Science in Applied Computer Science**

Major Concentration: Software Engineering

Minor Concentration: System & Network Administration

Graduation date: December 2009

University of West Georgia, Carrollton, GA

**HONORS:**

* Order of Omega (Greek Honor Society) as an undergraduate
* Upsilon Pi Epsilon (Computer Science Honor Society) member in April 2009
* Graduate Research Assistant of the Year (2008 – 2009)

**RELEVANT EMPLOYMENT:**

**03/2019 – Present**

Senior Build and Release Engineer

GE Corporate CoreTech & Cyber

Atlanta, GA

Supervisor: Matthew Green (313) 312-0542 matthew.green1@ge.com

**Details:**

* Worked in AWS and Microsoft Azure to engineer building GE custom Dev-Sec hardened images for several Linux distros (I’m the Linux lead and responsible for most new product development) such as RHEL, CentOS, Oracle Linux, and Ubuntu and assisted with engineering builds for several versions of Windows Server
* Maintained and added improvements to build pipelines (AWS CloudFormation, used early on and later decommissioned, and eventually completely in Azure DevOps) for Windows Server (PowerShell) and Linux (Bash, Ruby, and Python)
* Wrote, maintained, and improved Chef cookbooks for configuring the aforementioned hardened AWS and Azure images
* Wrote extensive compliance and functional testing using the Chef Inspec framework
* Revamped Jenkins usage using a prebuilt (configured using Chef), full featured AMI for spinning up new instances in the company’s various AWS environments
* Developed extensive Jenkins automation using pipelines to interact with AWS services
* Indirectly supervised and mentored colleagues (junior and senior and on various teams) on Ruby, Chef/Inspec, automation, DevOps, and general engineering best practices
* Automated infrastructure creation in AWS and Azure with Terraform

**01/2015 – 02/2019**

Senior Release Engineer

Intercontinental Exchange, Inc.

Atlanta, GA

Supervisor: Chris Holden (770) 916-7851 [christopher.holden@theice.com](mailto:christopher.holden@theice.com)

**Details:**

* Mentored junior personnel as well as other more senior personnel with tools development
* Architected development projects (mostly in Ruby, some Java) for other members of the team
* Engineered in house solution for packaging and deployment of Python (2.X and 3.X; with virtual environments; on both Linux and Windows) and rvm that allowed the Release Management team, or which I was a member, to maintain control over these tools and limited use to acceptable parameters
* Engineered a release notes generation tool in Ruby that integrates with Jira and Stash/BitBucket to generate and send release notes
  + Built REST API in Sinatra to trigger this tool and send out said release notes wherever they needed to go based to the call that was made
* Worked on transition of a large number of projects of an acquired company from Ant to Gradle
* Engineered custom Windows build and deployment solutions using Gradle and Powershell
* Worked with other members of the team to automate creation of Jenkins build and deployment jobs via use of the Jenkins DSL and per-project Jenkinsfiles
* Worked on transitioning teams from older Jenkins jobs to newer Jenkins pipeline jobs

**03/2014 – 01/2015**

Configuration Management Engineer

Intercontinental Exchange, Inc.

Atlanta, GA

Supervisor: Chris Holden (770) 916-7851 [christopher.holden@theice.com](mailto:christopher.holden@theice.com)

**Details:**

* Worked with an existing Jenkins continuous integration system (there were several dedicated instances with projects split up by concern) as well as deployed new instances of this semi-customized Jenkins to new instances
* Created and refined software packaging: rpm for Linux, and solaris/pkg for Solaris
* Performed deploys/installs of internally developed software both "manually" (ssh in, install pkg/rpm, etc) and through Jenkins jobs
* Administered Jenkins, Jira, Git (Gitorious and Stash/BitBucket), and Hg
* Worked with senior members of the configuration management team to improve the SDLC process through the introduction/creation of new tools, streamlining the existing process, etc.
* Interviewed candidates for configuration management (build and release, application support, SDLC) positions with the company
* Developed custom build and release tools in (primarily) Ruby and Java

**04/2010 – 03/2014**

Staff Software Developer

Janus Research Group, Inc.

Atlanta, GA and Evans, GA

Supervisor: Reggie Riser (706) 364-9100 [reggie.riser@janusresearch.com](mailto:reggie.riser@janusresearch.com)

**Details:**

* Initially engineered and managed OS X server-side automated build framework for several of the company's projects
  + Automated builds using Unity game development platform and \*nix tools
  + Additional scripting done in Bash, Ruby, and later Python
* With others, worked on the transition of the aforementioned OS X build servers to use the Jenkins continuous integration server package.
* Worked on several large-scale simulation and game projects (with codebases up to 1 million lines in size) in the Unity game development framework with code written under the Mono implementation of C# doing things such as:
  + Creating and working on new modules/lessons/levels for the game/simulation
  + Adding new features (integrating character animations, pathing, events, and other miscellaneous gameplay features) to existing modules
  + Performing bug fixes on existing code
* Worked on mission critical web development projects using Ruby on Rails (2.3.x and later 3.x) and Hobo, a web development framework built on top of Rails, and ElasticSearch for indexing several GB of data on the backend
  + As part of this, wrote a library for Ruby to interact with ElasticSearch as this was in their early days (pre-1.0) and one wasn’t yet available
* Automated the creation of Windows installers for many of the company’s Unity game products using NSIS, Windows batch scripting, Ruby, and various other utilities
* Worked on hybrid Java/Django web application implementing features on the Django side that had previously been implemented using older Java/JBoss code
* Engineered build and deployment system for a hybrid Java/Django web application using Python and Windows batch (as the deployment target was a Windows server) for scripting and Jenkins for continuous build/integration purposes
* Attended conferences (ex: SIEGE Con) and recruiting events for the purpose of recruiting potential candidates for software development positions within the company
* Participated in phone screens and interviewed candidates in person for software development positions within the company

**08/2007 – 12/2009**

Graduate Research Assistant / Teaching Assistant

Computer Science Department

University of West Georgia

Carrollton, GA

Supervisor: Alexandra Young (678) 839-6651 ayoung@westga.edu

**Details:**

* Tutored students on programming assignments in Ruby, C#, and Java
* Worked with faculty and staff on a project to develop a “teletutoring” service, a service offering both online, using Wimba Classroom, Wimba Pronto, and over-the-phone aid, for students in general education Computer Science courses to provide aid with their assignments.
* Assisted faculty with developing (when necessary) and grading programming assignments in Ruby, C#, Java, and assignments (MS Office, simple web pages, etc.) in Computer Science service courses
* Teaching Assistant for upper-level classes including: Software Engineering I & II, Programming Languages
* Workshop instructor and coordinator for Computer Science I in Spring Semester 2009

**SPECIALTIES:**

(in order of proficiency)

* Build & Release Engineering/Automation, DevOps
* System Administration
* Software Engineering

**COMPUTER SCIENCE SKILLS:**

**Methodologies**

Agile, Scrum, Extreme Programming, Test Driven Development, Behavior Driven Development

**Programming Languages**

Object Oriented: Ruby, Python, Groovy, C#, Java

Scripting: Bash, Powershell, Windows Batch, (some) JavaScript

Markup: XML, YAML, HAML, JSON

**Version Control**

Recent: Git

Past: Mercurial, Subversion, Perforce, Unity Asset Server

**Web Technologies**

Recent: Ruby on Rails, Sinatra

Past: Django, Flask

**Build and Release Tools**

Recent: Azure Devops, Artifactory, GitHub

Past: Apache Maven, Apache Buildr, Gradle, Sonatype Nexus, Jenkins

**Configuration Management/Automation Tools**

Chef, Inspec, Ansible, Terraform

**Game Development**

Past (2010-2014): Unity 2.6 –3.5.7

**Containers**

Docker

**Cloud Platforms**

AWS, Microsoft Azure

**Installer Creation/Packaging**

Windows: Nullsoft Scriptable Install System (NSIS)

Linux: rpm packaging (RHEL/CentOS/et al)

Solaris: .pkg and .solaris packaging

**Atlassian Tools**

Jira, Stash/BitBucket, Confluence, Crucible

**Miscellaneous**

ElasticSearch, LogStash

**ACTIVITIES:**

* Alumni Advisor, Tau Kappa Epsilon Xi Theta Chapter, 2007 – 2009
* Secretary, Tau Kappa Epsilon Xi Theta Chapter Alumni Association, 2020-2021
* Upsilon Pi Epsilon (Computer Science Honor Society), UWG Chapter, 2009
* Member, Association of Computing Machinery (ACM), UWG Student Chapter, 2007 – 2009