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| Joshua Daniel Westmoreland |  |

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|  |  | **Hangouts:** | pac78275@gmail.com |
|  |  | **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/Release Engineering, 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 CoreTech & Cyber

Atlanta, GA

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| Supervisor: | Matt 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’ve been the Linux lead) such as RHEL, CentOS, and Ubuntu and assisted with engineering builds for several versions of Windows Server
* Maintained and added improvements to build pipelines (AWS CloudFormation and Azure DevOps) for Windows Server (PowerShell) and Linux (Bash and some Python)
* Wrote, maintained, and improved Chef cookbooks for configuring the aforementioned hardened AWS and Azure images
* Wrote extensive compliance and functional testing using the 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

**01/2015 – 02/2019**

Senior Release Engineer

Intercontinental Exchange, Inc.

Atlanta, GA

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| Supervisor: | Chris Holden | (770) 916-7851 | 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

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| --- | --- | --- | --- |
| Supervisor: | Chris Holden | (770) 916-7851 | 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

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| Supervisor: | Reggie Riser | (706) 364-9100 | 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

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| Supervisors: | Alexandra Young | (678) 839-6651 | ayoung@westga.edu |
|  | Adel Abunawass | (678) 839-6652 | adel@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
* Software Engineering
* System Administration
* Game Development

**COMPUTER SCIENCE SKILLS:**

**Methodologies**

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

**Programming Languages**

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| 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: Jenkins, Artifactory, GitHub Enterprise

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

**Configuration Management/Automation Tools**

Chef, Inspec, Ansible

**Game Development**

Past: Unity 2.6 –3.5.7

**Containers**

Docker

**Installer Creation/Packaging**

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| Windows | Nullsoft Scriptable Install System (NSIS) |
| Linux | rpm (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, University of West Georgia, 2007 – 2009
* Upsilon Pi Epsilon (Computer Science Honor Society), UWG Chapter, 2009
* Member, Association of Computing Machinery (ACM), UWG Student Chapter, 2007 – 2009