Patrick D'appollonio Vega

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Languages

Spanish: mother tongue English: professional proficiency

Status

Citizenship: CHILE H-1B1: USA

Technology stacks

Backend

Go (Golang): Advanced NodeJS: Advanced Java: Intermediate

C# & ASP.NET MVC: Intermediate

PHP Intermediate

Frontend

Vue.js: Advanced Bootstrap: Advanced Bulma: Advanced React: Intermediate

Databases

Couchbase: Advanced Postgres: Advanced Consul: Advanced

MySQL / MariaDB: Advanced

Redis: Advanced

MongoDB: Intermediate

Other

Docker: Advanced OpenShift: Advanced Terraform: Advanced Packer: Advanced Nginx: Advanced Traefik: Advanced Git: Advanced Web APIs: Advanced

Kubernetes: Intermediate

Professional Experience

Senior Platform Engineer @ DreamWorks Animation

October 2017 - Present

Responsible for the Terraform Automation and UI development of the DreamWorks Cloud (DWC) project, a self-service portal for creators and technical directors to provision hardware and software either in baremetal Hewlett-Packard machines or any of the three main Cloud providers (AWS, Azure, GC):

Backend and Infrastructure Automation Engineer. Highly

and Civil Engineer in Informatics from Chile. Committed to success, self-motivated, always willing to learn, to think outside the box and willing to share the knowledge, as well as

proficient professional, Bachelor in Information Technologies

* Developed the "terraform-provider-dreamcloud" Terraform provider, which connects with the DreamWorks Cloud APIs to provision and configure servers, clusters and databases.

having a positive, can-do attitude.

- * Implementation of the Drone Continuous Integration tool to serve as a code analysis and CI process for all the engineers that work on the DWC project. The platform also serves as continuous delivery for the Terraform provider by generating the proper RPM files for Linux.
- * Developed the "Stella" Application: An automation tool to create clusters of the most popular databases, such as Couchbase, Postgres, MongoDB, and ElasticSearch. Stella used a set of Jenkins jobs in the backend -- maintained by the Database Administrators -- to trigger DB deployments.
- * Developed a service discovery "registry" where all services deployed to the DreamWorks' OpenShift clusters will be registered against so then other services are aware of the different services and contract deployed. Any deployable solution could be registered against the service, and there were bindings in place for autodiscovery when services are deployed to a Kubernetes-based solution.
- * Frontend Development for the DreamWorks Cloud User Interface: A Vue.js powered UI based on a material design which centralizes all available user actions available in the Terraform provider for DWC into a non-tech friendly and easy-to-use UI.
- * Lead the "Go Time" training series: a set of training courses for DevOps engineers with little to no experience developing software but with enough knowledge to allow them to create their own automation tools, like command line applications or replacements for bash scripts with proper error handling.

Infrastructure Automation Engineer @ HP Enterprise November 2016 - September 2017

Part of the Center of Excellence from Hewlett-Packard Enterprise for Datacenter Care and Infrastructure Automation. Team member for the DCIA group with offices in Fort Collins, Colorado; Galway, Ireland; India and China. Each team had a set of technologies on which they can contribute at, and they will be deployed for a training and implementation to a given HPE customer company when the Datacenter Care group decided so, among the successful deployments are:

- * Worked with the City of Calgary and the Calgary Airport Authority in Canada to provide support and experience developing a multi-cluster OpenShift setup between two datacenters. The setup was done in a multi-geo zone using OpenShift labels for nodes so on deployments, they can target the appropriate zone.
- * Worked with Northwestern Mutual in Milwaukee, Wisconsin, in both developing an Infrastructure as Code, as well as Monitoring and Compliance. Compliance was done through Chef -- which has an exclusive partnership with HPE -- and Infrastructure as Code was done through Terraform.
- * Worked with HPE Brazil to solidify Hewlett-Packard Enterprise Datacenter Care value proposal. This included developing projects for multiple customers like the Brazil Stock Exchange (CI / CD pipelines), Argentina's Newspaper El Clarin (Compliance) and others.
- * Worked with DreamWorks Animations SKG developing a HPE OneView-centric platform to automate the provisioning of OneView blades. This included developing the HPE OneView SDK for Go (Golang) as well as the initial draft of the Terraform Provider for OneView -- which I still help maintain to this day. Both can be seen at github.com/hewlettpackard/oneview-golang and github.com/hewlettpackard/terraform-provider-oneview. Additionally, the initial specification of DreamWorks Cloud was done during this period.

Fducation

2012: Universidad Tecnológica de Chile INACAP

1 year @ Temuco, Chile Bachelor of Science in Information Technologies

2011: Everis Center Temuco

1 semester @ Temuco, Chile Java J2EE Certification

2011: Universidad Tecnológica de Chile INACAP

4 years @ Temuco, Chile
Engineer in Informatics
Programmer Analyst
Magna Cum Laude Student

2008: Universidad Santo Tomás

~1 year @ Temuco, Chile

Dropoff

Pursuing a Design & Advertising Degree Certification in Multicultural Design

Senior Software Engineer @ HP Enterprise via K-Force

April 2016 - November 2016

Contractor for Hewlett-Packard Enterprise via Staff Augmentation with K-Force. Joined the Hellfire project (now HPE SimpliVity) and developed both the HCM (Hyperconverged Management) API as well as the Hellfire CLI:

- * Assisted building real time backend using websockets and Kafka streams to ingest data from multiple products like VMWare vSphere and some Hewlett-Packard Enterprise products like HPE Cloud Service Automation (CSA) and HPE Operation Orchestration (00). The backend was built in Go and the CLI (see below) shared most of the codebase with the API since the initial design was defined as an "importable library".
- * Rewrote from scratch, due to management's decision, the CLI application for Hellfire. Initially, both the API and the CLI were built by different entities but after staff augmentation, the backend team took over the development of both. Both teams handled a generic codebase that worked as a library that was built for the API but that can be used in the CLI as well. Most of the source code, except CLI utilities and HTTP request handling (in the API side) was reused. The CLI was created using the "cobra" library for Go, which provided a nice foundation for CLI operations, including commands and subcommands
- * Assisted in the development of data extraction from the HPE Vertica database. End users like the CLI or the UI could connect to an specific endpoint and fetch real time data using websockets.

Director of Technology @ Sonusland Incorporated

August 2014 - December 2015

As a Chilean, I moved Sonusland Limited from Chile to the United States and I joined as a Director of Technology. While the mission of Sonusland in Chile remained the same -- developing Audiotours and audioguides for museums -- Sonusland USA would develop mobile technologies to support the Chilean company. Additionally, Sonusland had a d.b.a. called "The Osome Factory" which developed software to specific customers depending on their needs:

- * Developed Sonusland Mobile applications using Xamarin tools (C#), an Admin Panel written in NodeJS and a backend API using Go (Golang). The mobile application could connect anytime to the API to fetch fresh data while our customers could access via the Admin Panel to add, remove or organize both Audiotours and Venue Information. A preview of the Control Panel can be seen at youtu.be/5zYQ9lucW6o while the mobile application can be seen at youtu.be/vZLrLLvr97c
- * Worked with multiple clients using Sonusland's d.b.a. "The Osome Factory", like:
 - Mercury Americas: A freight forwarding company present in several countries with exclusive alliances in the air travel industry. They needed both a mobile app as well as a web application to generate customer quotes on-the-fly. www.mercuryamericas.com
 - WXC Corporation: An accounting firm in South Florida that required a web CRM to manage and engage with Customers, as well as prepare for some magazine presence. www.wxccorporation.com
 - En Exclusiva Group: A latin american company from one of the judges of the Latin Grammy Award, developed a fully connected social media experience where fans could engage with the authors EEG manages
 - Christophe & Co: Luxury bracelets from the UK entrepreneur Aleksandr Bernhard and a cross collaboration with Pininfarina, makers of the Ferrari bodies. Developed the initial MVP for a fully connected mobile app and luxury bracelet which will give the wearer access to concerts, VIP sections, discounts and more. www.christophe.co.uk

Other positions:

March 2013 - August 2014

University Professor @ Universidad Autónoma de Chile, Temuco

Professor of E-Business, E-Commerce and Technology Business Planning classes. Students were on their way to become Civil Industrial Engineers.

June 2012 - January 2013

Remote Full Stack Engineer @ Speaking Roses, Utah

Remote engineer for a new Speaking Roses product, Viidlt. Using technologies like ASP.NET MVC3 (C#) and SQL Server 2012. UI was built using a modified version of jQuery and Underscore.

January 2011 - January 2013

Director of Technology @ Servicios Globales Tecnológicos LTDA

Developed key agreements with Microsoft Chile to bring new mobile applications to the, new then, Windows Phone Marketplace. Closed deals with Google for products like Adsense, Adwords and Analytics. Still a Google Partner for Chile.