# PAUL SADAUSKAS

## >SENIOR SOFTWARE ENGINEER

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₩EBSITE

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# Passionate about the craft of creating software

My passion is creating software that is a joy for fellow developers to both use and contribute to. I am motivated to hone the craft of software development and to build tools that are elegant, robust, and reliable.

I am capable of digging into the nitty gritty of kernel stack traces and debate the merits of various javascript frameworks, as well as leading a team of fellow developers and mentoring junior engineers.

#### >NOTABLE PROFESSIONAL SKILLS

Full-Stack Web Application Development
Ruby & Rails
Web APIs/services, ReST, JSON+LD, Hydra
Service Oriented Architecture & Distributed systems
System Administration & Large-scale deployments, AWS
Javascript, CSS, Ember.js
Open Source Contributor
PostgreSQL and other relational and non-relations DBMSs
Architecting, Planning, Developing, and Managing software products

## >MAJOR OPEN SOURCE PROJECTS

# Resourceful

Implementation of a fully RFC2616-compliant HTTP/1.1 client in Ruby Includes support for advanced features of HTTP, including support for redirects and caching with pluggable backends Used to build other abstractions, such as object mappers for REST/Hypermedia APIs

# progress bar

A very simple implementation of a CLI progress bar, similar to the output of cURL Mentored contributors to keep thier pull requests small, focused, and well-tested It was originally intended primarily for personal use, but is now a dependency of several popular projects

# DataMapper

Heavily involved in design and implementation of DataMapper, and preparing for release of 1.0 Responded to issues and pull requests, and mentored new developers to get involved Redesigned and implemented DataMapper Adapters interface

Designed and implemented Migrations plugin

# Merb

Heavily involved in design and implementation of Merb, preparing for release of 1.0 Implemented support for conditional GET requests (304 response/Etag) Implemented correct handling of HTTP Accept header including negotiating client and server priorities

#### Collectd

Contributed the tokyo-tyrant collection plugin

Contributed the write-http plugin, which will submit collected measurements via libcurl to an HTTP server

 $\label{lem:conditionally} \mbox{Additionally, I have made small code contributions to numerous other OSS projects,} \\ \mbox{including Rails, Rack, Awesomewm, and Arch Linux.}$ 

#### >PRESENTATIONS

Forms Don't Have to be this Complicated Mountain.rb - Oct 2010

How HTTP Already Solved All Your Performance Problems 20 Years Ago MountainWest RubyConf - Mar 2010

<u>Writing Adapters for DataMapper</u> MountainWest RubyConf - Mar 2009

# >PROFESSIONAL EXPERIENCE

Architected and implemented an application to collect and present analytics data. Utilized CouchDB for analytics storage and aggregation, and SQS for background workers

Extracted and optimized the authentication portion of the app to provide the service to all other SOA apps. Utilized modern cryptography to encode a shared domain cookie

## SENIOR ENGINEER @ RainforestQA

Aug 2014 - Feb 2015

Wrote a full-stack Rails application (Postgres, Ruby, CSS, JS) to provide testers with a one-time use email address Added features to the open-source QueueClassic and QueueClassicAdmin gems

Troubleshooted performance issues relating to load from a "stampeding herd" effect from testers

Prototyped a replacement for a core component of the UI in Ember.js

SENIOR ENGINEER @ Librato

Dec 2012 - Aug 2014

Architected and implemented a queue/worker system in Ruby to import users' AWS Cloudwatch data into Librato Metrics Contributed to and coordinated feature development on the Librato open-source client libraries Drove greater adoption of hypermedia concepts in the Librato API, both external and internal Took charge of a website security audit and fixes to user-facing websites and APIs Evaluated various JavaScript frameworks to use in a new frontend dashboard

API DEVELOPER @ GitHub

Jun 2012 - Nov 2012

Design and implemented hypermedia APIs for extracted micro-apps to communicate with the main app and each other Made upgrades to various aspects of the GitHub API, and communicated those changes to users Improved tooling for generation of documentation of the GitHub API

## SENIOR SOFTWARE ENGINEER @ LivingSocial

Nov 2011 - Jun 2012

Took part in upgrades and enhancements to the email newsletter and notification delivery system As a member of the API team, drove adoption of hypermedia APIs as part of a SOA refactor Helped refactor a large Rails app by following the principles of TDD and Martin Fowler's *Refactoring* 

# SENIOR SOFTWARE ENGINEER @ Strobe

May 2011 - Oct 2011

Implemented a "ChatOps" continuous deployment system using Campfire and Chef
Created from scratch the Chef cookbooks and recipes to deploy the entire Strobe infrastructure to AWS
Set up a JenkinsCl cluster for continuous builds of Ruby/Rails, C++ and Clojure applications
Assisted other team members in getting their projects in Cl and Chef for deployment
Helped implement a CDN/Caching proxy for customer assets in Clojure and Riak

# SENIOR SOFTWARE ENGINEER @ Absolute Performance

2006 - May 2011

Rewrote an existing monolithic Perl web application into multiple Rails applications

Architected and developed new applications to interact with the main apps by hypermedia APIs

Accomplished an order of magnitude improvement in capability by implementation of HTTP caching

Revamped procedures to ship and deploy applications in various languages to remote customer sites

Implemented new features in various NoSQL databases, TokyoTyrant, MongoDB, and Redis

Encouraged the team to adopt automated Unit and Functional testing, as well as agile methods

Engaged in continuous deployment on non-cloud physical hardware at various customer locations

Invovled as primary architect of all layers of the stack, from Javascript UIs to database schemas

# SENIOR WEB DEVELOPER @ InputOutput Unlimited

2002 - 2006

On a contract basis, implemented numerous web applications in PHP and later in Rails Created specifications and designs from (sometimes ambiguous) customer and stakeholder requirements

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