Daniel Thornton

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Experience

Jan 2018 - Present

Mozilla Corporation

Vancouver, WA

Senior Data Engineer

- Design, implement, and test ETL pipeline for migration to GCP using Kubernetes, PubSub, Dataflow, and BigQuery (code: https://github.com/mozilla/gcp-ingestion)
- Support existing ETL pipeline in AWS built on NGinX, Hindsight, Kafka, EMR Spark, and Athena
- Write, test, and support Spark jobs to improve cost and performance by materializing Athena queries

Jan 2013 - Dec 2017 Mozilla Corporation

Portland, OR

Senior Operations Engineer

- Designed and supported an ETL pipeline for delivering logs to ElasticSearch, Redshift, and S3 for anomaly detection and analysis using Kibana, Redash, Quicksight, and Athena
- Deployed, tested, and scaled python and nodejs services on AWS with CentOS, RPMs, Docker, and Puppet
- Worked with developers to design and implement a highly-available data pipeline in AWS, using S3, SNS, SQS, Disco map-reduce, and Redshift
- Designed masterless Puppet infrastructure on AWS
- · Designed load tests and integration tests for developer provided software

Nov 2010 - Dec 2012 OSU Open Source Labs

Corvallis, OR

Community Systems Administrator

- · Assisted in migrating from CFEngine to Puppet
- Experience working with and administrating Puppet, Redmine, CFEngine, and some FTP mirroring, AWStats, LDAP, and Nagios
- General linux systems administration (fix this server, deploy that software project, etc)

May 2011 - Sept 2011 Novellus Systems

Tualatin, OR

Software Engineer Intern

- Deployed, administrated, and wrote plugins for Redmine/Chiliproject
- Analyzed and documented comparisons between git, svn, and clearcase
- Implemented a feature across multiple codebases in C and Java

Education

2008 - 2015 Oregon State University Bachelor of Science in Computer Science Corvallis, OR

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2006 - 2008 Blue Mountain Community College

Pendleton, OR

Associate of Arts Oregon Transfer Degree with Honors

Interests

- I enjoy working with large scale systems, because of how working at scale can handle bring out opportunities for creative and thoughtful designs to work around difficult limitations.
- Working with a team to take a project from functional on a laptop to handling tens of thousands of requests per second. Architecting for scale, and all the troubleshooting along the way.
- Outside of work I enjoy video games, sci-fi and fantasy fiction, kayaking and indoor rock-climbing.