



SUMMARY

I've been an engineer & leader in **software development, infrastructure, & continuous delivery for over 12 years** & have been **working remotely for over 8 years**. As a self-motivated learner, I am also an avid contributor to open source software.

EXPERIENCE

INDEPENDENT SOFTWARE ENGINEER, – 06/2011 – PRESENT

Contributor to open-source projects & multiple on-going personal projects.

- ▶ Creator of the Tick time-keeping Rust CLI tool
- ▶ Co-maintainer of the Catppuccin Tmux project
- ▶ Technical writing on engineering topics
- ▶ Various macOS & Linux scripts & tooling

LEVEL IV (STAFF) SOFTWARE ENGINEER, TRUSSWORKS; SAN FRANCISCO, CA / REMOTE – 06/2021 – 09/2023

Senior engineering leader across various teams & projects along with co-lead on the company's largest contract for the *Department of Defense*, the *MilMove* project.

- ▶ CompTIA CASP+, IAE II, & IASE II certifications
- ▶ Security & compliance contributor for ATO
- ▶ Infrastructure maintenance, operations, & optimizations across AWS GovCloud
- ▶ Implemented ephemeral jump-boxes behind NIPRNet
- ▶ Feature lead on history & audit logging across application UI & data migration
- ▶ Mentored junior, mid-level, & senior engineers on professional development, personal development environment, & technical writing
- ▶ On-boarding new engineers
- ▶ Held weekly office-hours to provide peer feedback on engineers strategy & implementation.
- ▶ Reported directly to the Director of Engineering & Director of Infrastructure

SENIOR SOFTWARE ENGINEER, HASHICORP; SAN FRANCISCO, CA/REMOTE – 03/2019 – 04/2021

Senior engineer working on *Terraform Enterprise* features to facilitate ease-of-use installation across multiple cloud providers including AWS, GCP, Azure, & VMWare.

- ▶ Architected & built NGNIX configuration validator using Docker
- ▶ Wrote a light-weight Layer 7 filter in Lua code
- ▶ Held bi-weekly office hours
- ▶ Improved developer onboarding & external-facing team documentation

SRE/SOFTWARE ENGINEER, 18F/GENERAL SERVICES ADMINISTRATION; WASHINGTON DC (REMOTE) – 11/2015 – 03/2019

Site reliability engineer contributor on the *cloud.gov platform-as-a-service* inspired by Cloud Foundry & Heroku.

- ▶ Held weekly one-on-ones with reports & facilitated communication across ICs & EMs
- ▶ Optimized documentation & on-boarding for a team with high-turnover
- ▶ Contributed to various compliance & security activities to maintain FedRAMP JAB provisional ATO for cloud.gov
- ▶ Created incident response plans & table-top exercises & participated in on-call rotation
- ▶ Maintained & operated full automation pipeline of the cloud.gov platform, including infrastructure as code, automated testing, & continuous delivery
- ▶ Produced public-facing presentations about features for the cloud.gov platform



ROGER STEVE RUIZ 

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EXPERIENCE

SOFTWARE ENGINEER, ALEXANDER INTERACTIVE; NEW YORK, NY (REMOTE) – 07/2015 – 10/2015

Engineered & shipped multiple front-end interactions & templates with incredibly tight deadlines for multiple clients.

- ▶ Inherited non-functioning codebases for client-side interactions & ported them into functional deliverables
- ▶ Interacted directly with the CTO & lead backend engineers
- ▶ Wrote Twig templates & helped guide integration with Laravel backend
- ▶ Developed automation tooling for testing & pipelines

JAVASCRIPT ENGINEER, CO+LAB MULTIMEDIA; RICHMOND, VA – 02/2015 – 08/2015

JavaScript-focused engineer helping progressively enhance WordPress projects.

- ▶ Developed automated tooling for creating WordPress projects from a known template
- ▶ Mentored junior developers on the various Linux tools to help them meet deliverables
- ▶ Translated static mock-ups & designs to templates to be integrated into WordPress projects
- ▶ Architected & developed a lightweight single-page application experience using jQuery & WordPress

SOFTWARE ENGINEER, CONDÉ NAST; NEW YORK, NY (HYBRID) – 11/2013 – 02/2015

Architected & developed *The Scene* video portal & client-side application using EmberJS.

- ▶ Contributed to the upgrade of Rails 2 to Rails 3
- ▶ Created library to inject HTML overlays onto videos
- ▶ Co-developed live-video overlays so users can navigate the content without pausing the video
- ▶ Maintained & operated the automation for developer environments using Vagrant
- ▶ Maintained & operated multiple internal libraries to scale Ruby on Rails projects across CNE properties

SENIOR DEVELOPER, ROKKAN; NEW YORK, NY – 06/2011 – 11/2013

Engineered & shipped multiple front-end templates for clients Kraft, Caesars Casino, JetBlue, Chipotle, & Ford Motors

- ▶ Wrote templates in various languages to integrate with backends written in PHP & Java
- ▶ Wrote & maintained various jQuery plugins so they can be reused across projects
- ▶ Lead & trained the engineering organization into transitioning from SVN to Git version control
- ▶ Produced training materials & wrote documentation to help manage multitudes of contractors

SKILLS

PROGRAMMING LANGUAGES

Python, JavaScript, Ruby, Go, Rust, PHP, Lua, Terraform, shell, regex, SQL

TESTING

Cypress, Playwright, Jest, Pytest, Jasmine

DEVOPS & CLOUD

AWS, Azure, CloudFoundry, CI/CD, Docker, Kubernetes, monitoring & alerting

FRAMEWORKS

Flask, Gin, Rails, React, NextJS, Hugo, ExpressJS, 11ty, HTMx, TailwindCSS

OPERATING SYSTEMS

macOS, Linux, Unix

VERSION CONTROL

Git, Subversion, Mercurial, GitHub, GitLab