



ROGER STEVE RUIZ   

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## PROFILE

I'm a software engineer currently specializing in PaaS and cloud-based services operations. I'm passionate about the full needs of both the business and software stack, from user experience to infrastructure and back again such as documentation. I have worked on both private codebases and innumerable greenfield and brownfield open-source projects across many different organizations.

## EXPERIENCE

SENIOR SOFTWARE ENGINEER, HASHICORP; SAN FRANCISCO, CA (REMOTE) – 2019 – 2021

Senior software engineer on the Private Terraform Enterprise SaaS product at HashiCorp. Working remotely with an 100% distributed team across the globe. Working with Replicated, CircleCI, Terraform, Go, POSIX Shell, Ruby, JavaScript, Kubernetes, AWS, Azure, GCP, GitHub Actions, and various other technologies. Specialized in creating testing best-practices and repeatable use of the Terraform product to develop and deliver the Terraform Enterprise SaaS product. Advocated for developer tooling and gated automation along with agile best practices for collaborating across GMT+1 timezones. Setup the onboarding guide for the team.

SITE RELIABILITY ENGINEER, CLOUD.GOV; WASHINGTON DC (REMOTE) – 2016 – 2019

Building, maintaining, supporting, and operating [cloud.gov](https://cloud.gov). Working remotely with an 100% distributed team across the US and all timezones. Working with BOSH, Cloud Foundry, Concourse, Kubernetes, and various programming languages including as POSIX Shell, Go, Ruby, Python, JavaScript, and Java to ensure the stability of the [cloud.gov](https://cloud.gov) platform for government agencies such as FEC, FDIC, EPA, and more. Directly engaging with customers, developers, and users of the [cloud.gov](https://cloud.gov) PaaS. An integral part of the hiring and on-boarding process.

LEAD INNOVATION SPECIALIST, GSA / TTS / 18F; WASHINGTON DC (REMOTE) – 2015 – 2019

Full-stack software engineer maintaining Federal open-source projects such as [cloud.gov](https://cloud.gov), [vote.gov](https://vote.gov), [designsystem.digital.gov](https://designsystem.digital.gov), and more . Working remotely with a nearly 80% distributed team. Engineering chapter Facilitator between engineering director, supervisors, and fellow engineers working with five cohorts. Gained valuable experience around compliance and security as well.

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

Brought on as a contractor to work on multiple projects for several months in order for the team to accomplish their deliverables on time. Worked closely with project managers, junior and senior engineers, and clients.



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## EXPERIENCE

FRONT-END ENGINEER, CO+LAB MULTIMEDIA; RICHMOND, VA – 2015 – 2015

Optimizing front-end workflows & deployments on a team of seven developers. Building WordPress themes & customized installations. Extending the core functionality of WordPress by creating custom-APIs for bidirectional communications between the client and server.

SOFTWARE ENGINEER, CONDÉ NAST; NEW YORK, NY – 2013 – 2015

Building & maintaining a client-rendered video streaming website along with nine other engineers. Practicing SCRUM along with continuous integration & daily deployments to production. Worked closely with the vice president of product design & engineering. Working in a completely Rails 4 development environment. Working remotely four to five days per month.

SENIOR DEVELOPER, ROKKAN; NEW YORK, NY – 2011 – 2013

Worked collaboratively with UI & UX designers to create and integrate templates for various clients. Involved in client & internal meetings. Lead developer on projects. Gave talks & trained coworkers on Git and best-practices around front-end web development.

SKILLS                                 

Front-end (HTML, CSS, JS), Popular libraries & frameworks, Ruby, Python, Go, Rust, [No]SQL, Mac, Linux, SCM/Git, Automation & Tooling, */r[egx]{2,}p?/i*, BOSH, Concourse, Cloud Foundry, Kubernetes, Replicated, Quay, Terraform, Open Source, Continuous Integration, Continuous Delivery, Release management, Remote Work, Capacity Planning, Agile / Scrum / Kanban, Technical Writing and Documentation-Driven Development



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## TALKS & WRITING

CLOUD FOUNDRY POLYGLOT SERVICE DISCOVERY AND CONTAINER NETWORKING  
<https://gist.github.com/rogeruiz/39d1780a4784197fe0fe24299de37752>

USING KEYBASE WITH GITHUB  
<http://write.rog.gr/dress-code/setting-up-keybase-gpg-github.html>

SMOOTH TERMINAL  
<http://write.rog.gr/dress-code/smooth-terminal.html>

VIM EVERYWHERE, OR HOW I ABSTRACTED AWAY MY WORKFLOW AND CAN'T USE REGULAR COMPUTERS ANYMORE  
<https://gist.github.com/rogeruiz/c6df37c47b14aaafd8614bb1d0c8ad56>

BUILDING A TIME-TRACKING TOOL IN RUST  
<https://gist.github.com/rogeruiz/9db97307216a6f3ef31b7fc1e9ba1602>

USING GPG INSTEAD OF FUGACIOUS  
<https://gist.github.com/rogeruiz/f934d1dcdb7e68d1619903dc01b7ed77>