Sebastian **Spaink**

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Experience

Capital One
SENIOR SOFTWARE ENGINEER

Remote

Jan. 2023 - Present

- Led development of a Visual Studio Code extension that reports compliance violations in a AWS cloudformation file.
- Took ownership of a critical abandoned project, improving the developer experience to help deliver new features.
- Contributed to an in-memory data store written in Rust through InnerSource.

InfluxData
SOFTWARE ENGINEER 3

Remote

Dec. 2020 - Nov. 2022

- Core maintainer of the project Telegraf, an open source project written in Go that collects and reports metrics.
- Automated and documented the release process to cherry-pick fixes, test and build artifacts, create docker images, and release to users.
- Built fully automated CI/CD pipelines on CircleCI and GitHub actions by adding additional test automation and automatic pull request responses. Reduced pull request churn and ensured quality community contributions.
- Reduced open issues from 1200 to under 600 within a year, and prioritized community interactions with more timely responses.

RSA Security
PRODUCT OPERATIONS SENIOR ENGINEER

Remote

Jan. 2020 - Dec. 2020

- Reduced operation toil for an enterprise product hosted on AWS EC2 instances by developing automation tools that removed undocumented processes and protected the system from human error. Using Go, PowerShell and C#.
- Designed a Slack bot to empower customer support to use the automation tooling with a simple user interface. Improving the customer response time from hours to seconds.

Garmin
SOFTWARE ENGINEER 2

Olathe, KS

Mar. 2017 - Jan. 2020

- Developed a tool to report third party software used in the infotainment system product for customer use.
- Containerized a monolithic PHP web app with Docker migrating it to Kubernetes.
- Maintained build automation scripts written in python for the automotive department.

Avast Software
SOFTWARE ENGINEER

Fort Walton Beach, FL

Oct. 2015 - Mar. 2017

- Worked closely with the QA team to automate manual testing steps using Python.
- Introduced unit testing in a C++ codebase using the framework Google Test.
- Translated UX prototype designs into HTML/CS.

Education

Master of Science in Computer Science
UNIVERSITY OF NORTH TEXAS

Denton, TX

May 2015

Bachelor of Science in Computer Science
UNIVERSITY OF NORTH TEXAS

Denton, TX

Aug. 2013

Presentations

Go West 2022
PRESENTER FOR <SHIPPING GO WITHOUT SINKING>

Lehi, Utah

Oct. 2022

- Highlighted tools and tips to help you begin or improve your release process for software written in Go

Gophercon 2021
PRESENTER FOR <3D PRINTING GOPHERS WITH GO>

Redmond, WA

Dec. 2021

- Introduced how Go can be used to manage and monitor your 3D printer
- Demonstrated how to create a 3D model of a Gopher using Go

InfluxDays EMEA 2021
PRESENTER FOR <PRINTING YOUR OWN EXTERNAL INPUT PLUGIN FOR TELEGRAF>

Remote

May 2021

- Explained how to your own external plugin for Telegraf using a practical example

Projects

- kivy-vscode - A Visual Studio Code extension adding syntax highlighting for the design language Kivy.
- telegraf-companion - A Terminal User Interface to help generate a configuration file for Telegraf.
- gograveyard - Determines a Go project's health based on the state of dependencies, open issues, and PRs.

Program Committees

2023   **Submission reviewer**, Gophercon
2022   **Submission reviewer**, Gophercon