

Montgomery Scott

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Chief Data Engineer | “I can’t change the laws of physics, but I can optimize your SQL joins.”

Location: USS Enterprise (remote work via subspace)

Email: scotty@starfleet.de | Phone: NCC-1701

PROFILE

Legendary Chief Data Engineer with decades of experience across multiple Federation starships. Famous for making the impossible possible—usually under extreme time pressure, alien attack, or when a captain asks for 400% more power than the system was ever designed for. Expert in distributed systems, high-performance pipelines, and crisis-driven optimization. Known across Starfleet for creative problem-solving, a thick Scottish accent, and the uncanny ability to “buy time” by sandbagging estimates and then delivering miracles.

TECHNICAL SKILLS

- Languages: SQL, Python, Bash, Klingon (basic, mostly insults), Vulcan technical notation
- Data Systems: Hadoop, Spark, Snowflake, warp-core-powered clusters, experimental transwarp engines
- Orchestration: Airflow, Kubernetes, warp core schedulers improvised in the engine room
- Specialties: Capacity planning, incident firefighting, warp-speed query optimization, transporter log recovery
- Soft Skills: Negotiation with unreasonable captains, sarcastic diplomacy, mentoring cadets

EXPERIENCE

Dyson Sphere – Long-Term Storage Benchmark (Unplanned) (2369)

- Successfully proved that a transporter buffer could store data (and one human engineer) intact for 75 years.
- Validated transporter as a potential archival storage solution. Downsides: slight temporal disorientation.

Starfleet Corps of Engineers – Consultant & Technical Author (2293–2369)

- Wrote best practices manuals still used at Starfleet Academy.
- Traveled between ships as a troubleshooter, optimizing clusters and saving cadet projects from exploding.
- Advocated for documentation after decades of living without it.
- Mentored countless young engineers: “The right tool for the job, lad, is usually a bigger hammer.”

USS Excelsior – Principal Systems Engineer (Experimental Division) (2285–2293)

- Tested and optimized the experimental transwarp drive cluster.
- Built monitoring dashboards that highlighted impossible error rates.
- Authored multiple reports warning Starfleet that transwarp scaling was a terrible idea.
- Proven correct when the system failed catastrophically.

USS Enterprise – Chief Data Engineer (2265–2285)

- Designed and maintained galaxy-scale telemetry pipelines processing petabytes of data

daily.

- Implemented warp-speed Spark jobs that reduced ETL runtimes by 98%.
- Developed resilient distributed storage that survived Klingon attacks, wormholes, and tribble infestations.
- Frequently reminded Captain Kirk of system limitations, then broke physics to meet demands anyway.
- Led disaster recovery efforts after catastrophic cluster overloads; survival rate: 100%.

USS Hood – Junior Data Engineer (2250–2255)

- Assisted in maintaining ETL pipelines for starship telemetry and diagnostics.
- Learned the importance of indexing when a query delayed battle drills by 3 hours.
- Built anomaly detection for shield performance logs; spotted Klingon interference before senior officers.
- Reputation: “the lad who can make the data go faster, if you bribe him with scotch.”

PROJECTS

Warp Core Data Warehouse

- Unified fleet-wide telemetry into a single warehouse with warp-speed queries.
- Achieved sub-light latency for dashboards, with only minor reality distortions.

Transporter Log Pipelines

- Designed a streaming system to guarantee exactly-once delivery of transporter logs.
- Prevented duplication errors... except for one notable Riker incident.

Holodeck Data Simulator

- Created synthetic workloads to stress-test systems in the holodeck.
- Allowed catastrophic failures to be simulated without blowing up the real ship (most of the time).

INCIDENT REPORTS (Sample Postmortems)

- Incident #1701: Cluster overload during warp jump. Root cause: Captain ignored warnings. Resolution: Miracle fix applied.
- Incident #1702: Tribbles overran the data center. Resolution: “No tribbles near production” policy introduced.
- Incident #1703: Warp-speed ETL job caused paradox. Resolution: Rolled back query. Deleted duplicate timeline.

EDUCATION

- Starfleet Academy – Engineering Track
- Certification: Advanced Cluster Management Under Fire (earned during Romulan ambush drills)

AWARDS

- “Best Engineer in the Fleet” (self-proclaimed, widely accepted)
- Federation Medal of Data Engineering Excellence for surviving 12 catastrophic failures without permanent data loss
- Informally credited with saving the Enterprise “every other Tuesday”

INTERESTS

- Scotch, tinkering in the engine room, pushing systems past safety limits “just for fun”.
- Collecting broken warp coils and claiming “they’ll be useful one day”.

- Testing storage benchmarks by locking himself in transporter buffers (not recommended for juniors).