Troy Liebel

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Work Experience

Dec 2020- Site Reliability Engineer, ACV Auctions.

- Present o enabled hundreds of developers to produce upwards of 75 releases per week by enforcing best practices across several kubernetes clusters in production, development, and sandbox environments hosted on AWS (Amazon EKS).
 - led an initiative to convert existing cloud assets to infrastructure as code (Terraform) to enable scalability and maintainability for the platform at large.
 - o streamlined developer release engineering by building an alias for Helm within CI/CD (Jenkins) that retrieves pod status and logs (Splunk) upon failure.

May 2019– Cloud Engineer, Stark and Wayne.

- Dec 2020 Cloud Engineering Consultant, Platform Engineering
 - built platforms capable of supporting tens of thousands of developers and hundreds of thousands of applications leveraging Cloud Foundry and BOSH.
 - delivered fully documented, scalable, and maintainable platforms using infrastructure as code (Terraform) and configuration management tools (BOSH, yaml).
 - created proof of concept clusters using both fully-managed Kubernetes (Amazon EKS) and self-managed Kubernetes (Rancher, RKE) to advise clients on their strengths and weaknesses in the context of a platform that must be ready to support hundreds of thousands of applications.
 - integrated AWS Secrets Manager as an alternative to Kubernetes secrets using a secret injection sidecar that enables teams to manage their own secrets within their separate AWS account's Secrets Manager while pushing apps to a single shared EKS cluster.
 - designed and maintained CI/CD pipelines (Concourse) to pull, test, deliver, and deploy new software versions to multiple environments.
 - maintained a Cloud Platform Management toolset alongside dozens of other Open Source contributors by monitoring the underlying software dependencies to add and sync features when new versions were released. Additionally, built and tested new Platform Management features including support for external databases (RDS) and secret management (Vault, Credhub).

2018–2019 **Software Engineer**, *The Boeing Company*.

- Boeing Commercial Crew Program, Boeing CST-100 Starliner
 - verified the spacecraft's flight management software via Perl scripts and manual scenario testing to ensure software meets formal quality standards.
 - directly assisted team members by creating versatile **Python** scripts that fully automates analysis of extremely large data sets.
 - streamlined database organization and version control for multiple teams by developing a flexible program with command line and GUI options that verifies configuration properties and conventions across thousands of files.

Education

2013–2017 **BS, Computer Science**, *University at Buffalo*.

 Computer Science Teaching Assistant – Software Engineering (CSE 442), Intro to Computer Science (CSE 115).