TONY DE LA NUEZ

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SKILLS

PROGRAMMING LANGUAGES: Python, Java, JavaScript, Go, C/C++, PHP
DATABASES/STORAGE: PostgreSQL, MySQL, S3, MongoDB
WEB: Django, AngularJS, ReactJS, Flask, NodeJS
INFRASTRUCTURE: Linux/Unix, Docker, Gunicorn, Nginx, AWS, AWS (EC2, S3)
SECURITY: Linux Internals, nmap, Metasploit, Web Exploitation, Offensive Security, AWS Hardening, Networking

EDUCATION

Washington University in St. Louis
M.S. Computer Science
B.S. Computer Engineering
B.S. Computer Science

St. Mary's College of California
B.A. Liberal Arts + Physics
3+2 Engineering Program
2014, 2015 D1A USA Rugby National Champions

SELECTED PROJECTS

Meteonote.io
Launched productivity app built in full stack Javascript (Node.js) and deployed with NGINX on Ubuntu Linux - supports sessions, real-time Markdown rendering and PDF export of notes and embedded YouTube playlists

GlobalHack - Code with a Cause
Designed and implemented Python Flask and PostgreSQL REST API back-end for app built to track employee timesheets

Web Socket Chatroom
Utilized web sockets to build a chatroom application with multiple room functionality, user private messages, admin privileges

GroupUP
Built iOS app which allows students to connect with groups around campus, chat integration with Firebase and JSQMessages

VOLUNTEERING

Hack the Hood   June 2017 - Aug. 2017
San Francisco, CA
Introduced low-income youth of color to careers in tech by teaching the fundamentals of web design, development, and professional skills and training them to build websites for real small businesses in their own communities

EMPLOYMENT

Atlassian
San Francisco, CA (Remote)
Software Engineer (SDE II) - Bitbucket Security · Jan. 2019 - Present
Develop new features and infrastructure automation in Python for Bitbucket Cloud (Django monolith + microservices)
Build messaging systems on top of asynchronous task queues (Celery with RabbitMQ/Redis, SQS) to process millions of messages per day
Write and deploy production python microservices and their CI/CD pipelines on AWS infrastructure
Act as a main point of contact for developers when making security-focused decisions
Consult other development teams on secure development practices
Meet biweekly with all team leads to discuss security posture and prioritize outstanding vulnerabilities
Participate in incident response for infrastructure, application, and security-related incidents
Investigate, triage, and fix security vulnerabilities
Participate in annual Bug Bash and work with security researchers to find and patch vulnerabilities
Mentor junior engineers on best practices, design choices, and implementation details

San Francisco, CA
Software Engineer (SRE) - Bitbucket Site Reliability Engineering ·
July 2018 - Jan. 2019
Developed internal tools and automation with Python
Analyzed, debugged, and fixed performance issues in Bitbucket
Assisted in building and managing messaging queue system for Bitbucket Core
Created alerting and monitoring with Datadog and custom synthetic checks to ensure uptime of core services
Wrote infrastructure as code with Terraform and Puppet

BlackRock, Inc.
San Francisco, CA
Summer Analyst · June 2017 - Aug. 2017
Assisted in development of web app written in Python (Django), Angular 2
Developed algorithm and parser to determine similarity percentages between JSON documents
Automated critical business workflow to reduce unnecessary steps and security issues using Python and T-SQL
Led effort to overhaul internal open source system with repository management scripts and web portal

Cornell Consulting, LLC
San Francisco, CA (Remote)
Full Stack Web Developer · May 2017 - Aug. 2017
Collaborated on design and implementation of full stack multi-site image search solution using PHP and MongoDB on Linux

Washington University in St. Louis
St. Louis, MO
Instructor · Nov. 2016 - June 2018
Created and instructed university course to test 80+ students on data structures and algorithms implementations in a fast-paced development environment, utilizing pair programming and on-the-spot code review

Head Teaching Assistant · Nov. 2016 - June 2018
Managed 300 student repositories, 50+ TAs, held office hours, provide additional lectures, answered student questions for WashU's Data Structures and Algorithms course

E&J Gallo Winery
Modesto, CA
Engineering Intern (Summers 2012-2016) · June 2012 - Aug. 2016
Designed HMI and PLC for factory equipment and wrote SOP for step-by-step testing protocol
Designed PLC system to automate wine tank ON/OFF valves and flow pressure during product cycles and cleaning
Assisted bag-in-box wine trial; reduced dissolved oxygen introduced to the product by 20% of industry standard
Led research, scope of work writing, contracting for $300k project to reuse water and create zero discharge facility
Organized and led Kaizen to evaluate a systematic error in international product roll-out and improved process time by 60%