SCOTT WILLIAMS

SW

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SUMMARY

Full Stack Developer and Site Reliability Engineer with 25 years of experience. Skilled at developing a raw concept into a usable product. Passionate about creating user experiences through software.

SKILLS

- Rust
- Java
- Flutter
- Dart
- Golang
- Docker
- Kubernetes
- Terraform

- Postgres
- Neo4j
- RabbitMQ
- Kafka
- Spring Boot
- Linux
- Google Cloud Platform (GCP)
- AWS

EXPERIENCE

Full Stack Developer and Site Reliability Engineer / Open Source and Personal Projects - Farmington, MO

01/2020 - Current

STARLANE: A Resource Mesh implemented in Rust for executing client and server side WebAssembly instances. Starlane enables WebAssembly instances to deploy and connect to various enterprise resources and facilitates messaging between WebAssembly instances. Project webpage: http://starlane.io
- Creator and maintainer of the Starlane project
- Wrote a Kubernetes Operator in golang using the Redhat Operator SDK which deploys and manages a server side Starlane instance

RECERT5: A Kubernetes operator which automatically refreshes SSL certificates. Project webpage: https://uberscott.com/recert5/
- Creator and maintainer of the Recert5 project
- Created an amusing and informative video describing what recert5 does and how it works. Really, you should check out the video, it's fun and even non-technical people can follow the general concept: https://www.youtube.com/watch?v=T_rZOMJmKLc
- Wrote the Recert5 Kubernetes Operator in golang using the Redhat Operator SDK

THE CANARY SINGS: A Mobile Dashboard for tracking the realtime profitability and metrics of a Shopify Store. Shopify App listing page: https://apps.shopify.com/the-canary-sings
- Developed various backend micro services in Java Spring Boot
- Implemented backend integrations with Shopify and Facebook APIs including authorization via oauth tokens
- Implemented Shopify Webhooks
- Created Dockerfiles for generating various container images
- Created site deployment to Kubernetes utilizing Skaffold and Helm
- Configured various supporting services including: RabbitMQ, Kafka, Neo4j, Postgres and Nginx
- Wrote the mobile app using Flutter

- Continue to act as SRE for this product

ACTION HOUSE FITNESS: Fitness programs and videos. Website: https://programs.actionhouse.com

- Developed various backend micro services in Java Spring Boot
- Created Dockerfiles for generating various container images
- Created site deployment to Kubernetes utilizing Skaffold and Helm
- Configured various supporting services including: Keycloak and Neo4j
- Wrote the mobile app using Flutter. Apple app store: https://apps.apple.com/us/app/action-house-fitness/id1532929438 Google Play Store: https://play.google.com/store/apps/details?id=com.actionhouse
- Implemented video streaming and Chromecast support in mobile app
- Generated HTML website from flutter code
- Created an admin CMS tool for managing content
- Continue to provide SRE support for Action House Kubernetes cluster

Golang Developer / ATT - St Louis, MO   *01/2021 - 09/2021*

- Worked with a team to further the development of an command line interface written in golang for provisioning baremetal Kubernetes clusters

Java Developer / Deloitte - Farmington, MO   *10/2020 - 01/2021*

- Added Quartz scheduler to an existing application

Golang Developer / ENTERPRISEDB - Bedford, Massachusetts   *09/2019 - 09/2020*

- Responsible for helping to move EnterpriseDB's Postgres database solution to Kubernetes.
- Enhanced an existing Kubernetes operator that managed EnterpriseDB's database proposition. This included the ability to create a new high availability database cluster from a k8s custom resource and to manage other lifecycle aspects like backup and recovery.
- Worked on multiple EnterpriseDB helm charts in order to deploy EnterpriseDB database proposition.
- Deployed Operator and Helm Chart solutions to multiple environments including GKE, EKS, AKS and Openshift.
- Collaborated with the QA team to ensure the quality of the operator and the software writing terratest cases in order to perform end to end automated testing of the product.

Solutions Architect / WORLD WIDE TECHNOLOGY - St. Louis, Missouri   *07/2018 - 07/2019*

- Traveled to various customer sites across the United States helping fortune 500 companies modify their traditional java applications into 12-factor apps so they could be moved to a cloud native platform.
- Participated in PAL (Pivotal Acceleration Labs) a three week training course aimed at teaching developers how to conduct an AppTX (moving legacy applications to the cloud).
- Moved multiple apps from Java Tomcat applications to 12 factor apps running on Pivotal Cloud Foundry.
- Worked with a team of developers to setup a PKS instance (Pivotal Kubernetes Engine).

Mightiest Developer / MIGHTYDEVCO LLC - Farmington, Missouri   *01/2013 - 07/2018*

- Managed and directly developed various mobile applications, servers and websites for a variety of customers.
- Created a complete mobile and Kubernetes solution for USTool Grinding, Inc. to scan and track their inventory. This included taking pictures of inventory, categorizing items, associating items with bins and then syncing this data to a central server. Mobile app was written in Flutter and ran on iOS and Android. Server platform was Spring Boot Microservices utilizing Kafka and MongoDB running on Kubernetes.
- Moved a legacy ecommerce and social media website from traditional AWS EC2 servers to Docker and Kubernetes on AWS using KOPS and later moving to GKE. This migration included setting up a Ruby on Rails app server, nginx proxy, Redis, ElasticSearch, Resque and Clockwork services. To facilitate this I created a fresh build and deployment solution in python utilizing dockerhub.com for QA and Production environments. Other features included: autoscaling and Rails precompilation of assets and deployment to cloudfront.

- Created a swappable payment microservice for Kubernetes in java using ms4j and swagger.
- Managed the development process of adding videos to the to an existing platform. This included utilizing Vimeo to play some videos for "Free" in a preview mode, and some videos were for sale as part of a program. This included creating a CMS for adding new videos to the platform.
- Lead a 3 person development team for the creation of the initial Android application for Goldstar Events Inc. from the first line of code to delivering to the android play store. This application allows users to browse available discount tickets for upcoming events and purchase those tickets. https://play.google.com/store/apps/details?id=com.goldstar
- Lead a 2 person development team for the creation of the Android app "Homefront Resistance Network" a marketing companion app that launched with the PC and XBOX first person shooter game "Homefront the Resistance." Features included: geofencing, beacons, blog feed, user registration and login.
- Worked as a developer as part of a larger team on a companion app for Fox's "Cosmos" television program hosted by Neil Degrasse Tyson. My contribution included the menu system driven by a custom opengl carousel. (Sadly this app is no longer in the app store, however there are some screenshots of the app on http://mightydevco.com)

Senior Server Engineer / NICKELODEON VIRTUAL WORLDS - Glendale, California   09/2012 - 01/2013

- This role involved maintaining the Java backend portion of the MMO game MonkeyQuest implemented with SmartfoxServer, JBoss.
- Also supported, and added features to many of the Virtual Item Admin tools implemented in Python.
- In some cases modification of C# code for the front end was necessary to coordinate back end changes with the game client.

Lead Java Developer / 1K STUDIOS - Burbank, California   11/2007 - 09/2012

- Integral member of development team creating applications for Blu-Ray and the entertainment industry.
- Oversee all phases of development, including architecture, coding, and documentation; lead and coordinate team members to ensure timely fulfillment of project deliverables.
- Serve as a technical resource to junior team members; provide guidance regarding standard development processes and problem resolution.
- Created Maximum Movie Mode BD-J engine for various Warner Brothers titles; feature enables directors to walk-out in front of movie and discuss action as the movie plays, and has been used in several Blu-Ray titles, including The Watchmen, Terminator 4, Sherlock Holmes 1 and 2, Clash of the Titans, Sucker Punch, and the Green Lantern.
- Successfully programmed iPad application that assists children in learning their ABCs.
- Developed several test applications for Android including a companion application for the release of Sherlock Holmes 2.
- Spearheaded all facets of development activities during several major projects focused on customizing menus for Warner Brothers Blu-Ray titles; prioritized workflow and allocated resources to ensure timely completion of projects.
- Developed a simple one player game similar to Pong for Blue-Ray, entitled Semi-Pro.
- Instrumental during development of internal tools for tracking changes in translations.
- Conceptualized and maintained a standard build process for Blu-Ray projects, which streamlined development operations.
- Designed and developed a simple movie player application in Silverlight using C#.

Lava Lord / LAVA LORD GAMES - Los Angeles, California   09/2004 - 01/2007

- Spearheaded development of web-based game Astro Battle (http://astrobattle.com).
- Supervised 3 overseas developers for various key portions of software development, including website structure and user interface (UI).

- Remotely recruited and managed concept, 3D, and user interface artists; communicated game vision / strategy and approved designs in order to create a specific 'look' for the game.
- Integrated e-commerce solution using PayPal and IPN.
- Conceived and independently developed Astro Battle; programmed the entire core game engine using various Java technologies.
- Grew interactive game to more than 25,000 members through minimal advertising and word-of-mouth referrals.

Software Developer / OVERTURE / YAHOO - Pasadena, California   *02/2002 - 09/2004*

- Actively participated in all phases of software development lifecycle, including design, testing, maintenance, and enhancement.
- Collaborated with technical colleagues regarding software features and technical specifications.
- Documented software architecture.
- Maintained Direct Traffic Center (DTC), a large-scale J2EE application that signed-up new users and enabled existing users to bid on and pay for performance search terms.

Software Developer / Los Angeles, California   *05/2001 - 01/2002*

- Served as an integral member of the team contracted to develop video game based on the television show 'Law & Order.' Communicated with diverse populations to determine specifications; performed various coding and testing activities to ensure optimal functionality.
- Implemented standard development methodologies, which streamlined workflow and optimized all phases of the development process.

Application Architect / KIKO - Long Beach, California   *08/1999 - 05/2001*

- Played a key role in development of applications; collaborated with colleagues to define requirements and coordinate design activities.
- Troubleshoot and resolve technical bugs.
- Instrumental in design of Lesson Viewer, an application that rendered XML documents into HTML lessons.
- Applied XML object interface in order to restore XML documents into Business objects.

Web Developer / Yahoo - Marina Del Rey, CA

Web Developer / Cobalt Moon - Santa Monica, Los Angeles, CA

Coordinator / Walt Disney / Disney Interactive - Glendale, CA

EDUCATION AND TRAINING

USC SCHOOL OF THEATRE - Los Angeles, California   *01/1995*
Bachelor of Fine Arts