Drew Short

⌂ Minneapolis MN — ✦ LinkedIn

SOFTWARE ENGINEER

Full-Stack Development — Platform Engineering — Distributed Systems

- *Full-stack software engineer* - 14+ years of experience with the entire software development lifecycle. Dedicated to the delivery of innovative solutions for today's problems, using tomorrow's tools.
- *Infrastructure and platform engineering expertise* - 6+ years years architecting, implementing, and maintaining cloud infrastructure using infrastructure as code, with deep experience in deployment automation, observability, and production system operations.
- *Strong troubleshooting and analysis skills* - Quick to analyze the root cause of issues and work towards both immediate and long term solutions.
- *Specialized in middle and backend system design* - Years of experience in validating, processing, and marshalling data across varied systems.

COMPUTER SKILLS

Languages: Go, Python, HCL, Java, Kotlin, Groovy, SQL, YAML
Infrastructure & Platform: Kubernetes, Helm, Terraform, OpenTofu, Ansible, Docker, Podman, Nginx, HAProxy
Observability & Monitoring: Grafana, Prometheus, VictoriaMetrics, OpenTelemetry, Sentry
Cloud Providers: GCP, AWS, Azure
CI/CD & Build Tools: GitLab CI/CD, Jenkins, Concourse, Poetry, Maven, Gradle
Frameworks & Libraries: FastAPI, LangGraph, Spring Framework, Spring Boot, Spring Cloud Stream, Hibernate
Testing: pytest, Cucumber, JUnit, Spock
Databases: PostgreSQL, CockroachDB, MongoDB, MySQL, Oracle, SQLite
Operating Systems: Linux (Ubuntu, Debian, Fedora, RHEL, Alpine), MacOS, Windows

EXPERIENCE

Platform Architecture
Platform Engineering Team Lead
Senior Platform Engineer   **Flywheel Exchange, LLC**
Minneapolis, MN   2020 - 2025 (5 years, 9 months)

- Facilitated team operations including planning, retrospectives, postmortems, gamedays, and knowledge-sharing sessions.
- Developed automated deployment system using GitLab CI/CD, Terraform, Helm, and Kubernetes to replace manual Bash + Docker Compose processes.
- Led development to centralize customer deployment log collection using GCP Stackdriver, AWS Cloudwatch, or customer-supplied infrastructure.
- Architected and led development of automated deployment upgrade tooling to manage 120+ customer deployments, reducing average upgrade time from 2 months to under 1 week.
- Designed and implemented infrastructure for an internal AI Agent ReAct stack integrating AWS Bedrock with a LangGraph-based service on AWS ECS.
- Mentored platform engineers, software engineers, and interns on Terraform, Helm, Kubernetes, Python, Golang, scalable code patterns, and observability tooling.

Senior Software Engineer   **Optum**
Eden Prairie, MN   2017 - 2020 (2 years, 6 months)
                                              (Contracted) 2016 - 2017 (7 months)

- Replaced slow legacy REST API services with horizontally scaling architecture and guided teams through the migration process.
- Led efforts to triage critical security issues in production Spring services, taking accountability for identified issues and assigning security work to engineers.
- Developed automated tooling to route security issues to domain teams, reducing response time and missed assignments.
- Led conversion from legacy in-line JSON deserialization to Jackson-based DTOs for API and message queue communication across team services.
- Improved code generation for an internal Spring framework, significantly reducing configuration overhead for message-based workflows.

Software Engineer   **Cargill Incorporated, Risk Management**
Hopkins, MN   2013 - 2016 (3 years, 6 months)

- Led a small (3-5 person) team to retool and support a migration system in preparation of an extended cut-over testing period.
- Architected a Python REST API to integrate an Oracle data source with a third-party suite of back, middle and front office tools.
- Redesigned management system for '*Risk Products*', delivering improved control over the individual components.
- Maintained and upgraded a 10+ year Spring web application, modernizing the interface, improving the backend, and migrating to modern build tools.

Software Engineer Intern   (Under Contract To) **FPX LLC**
Mankato, MN   2011 - 2013 (2 years, 1 month)

- Expanded a REST API and implemented continuous integration testing.
- Developed a DSL and tooling for internal auditing, testing, and reporting.
- Developed a '*playback*' system that facilitated debugging of client systems.

EDUCATION	*Bachelor of Science*, IT (May 2013) Software Engineering & Ethics	Minnesota State University Mankato, MN

NOTABLE   • ***Eagle Scout***   ***2007***
ACHIEVEMENTS   • BSA Leadership Instructor   Summers 2004-2007

REFERENCES   Available Upon Request