

Personal Info

502-802-2361
287 Queens Ct, Taylorsville, KY USA

wes@wesleyreisz.com

Summary

Cloud native architect / engineering leader exploring roles that embrace socially conscious software that tackles real-world technology problems in the cloud native space and enables people of all backgrounds / identities to realize purpose through software.

Work experience

3/19 - 5/20

VP of Technology

Section, Boulder, CO / Sydney, Australia (Remote)

Senior team member of Section, an Edge Compute Platform startup.

- *Created* Section Labs, an innovation lab focused on Research & Development and education (prototypes included Envoy reverse proxy, consistent hash, and edge machine learning/inferencing).
- *Led* the module development team. Responsibilities included developing deeper platform capabilities and building/supporting existing container-based reverse proxies (including WAF, Bot Blockers, & Lua/OpenResty Applications).
- *Developed* edge-deployed, containerized applications leveraging technologies including Lua, JavaScript, Go, Bash, Jenkins, etc.
- Supported sales enablement through solutioning, pre-sales activities, and vendor briefings.
- *Developed* and *operated* container-based reverse proxies for global Kubernetes presence across a multi-cloud/multi-provider environment.
- *Advocated, delivered, and wrote* technical education.

Technologies used: Lua/OpenResty, Kubernetes, AWS, Go, Containers, CDN, Jenkins, Bash, Edge Compute, Linux, Git, DevOps, JavaScript, Python, Nginx, Envoy

7/15 - Present

Content Chairperson QCon SF / Co-host The InfoQ Podcast / Editor InfoQ C4Media, Toronto, Canada (Remote)

Led technical content and organizing committee for senior developer/architect conference; co-host an iTunes Top 100 Technical Podcast on software architecture; covered DevOps/Cloud/Edge News on InfoQ.com

- *Chaired/Organized* Content annually for QCon San Francisco software conference (1600 software engineers in the Bay Area)
- *Co-hosted* of The InfoQ Podcast (~14k downloads/listens per episode)
- *Led* speaker effectiveness workshops for QCon SF, QCon London, QCon NYC, HashConf, & HashiTalks Virtual Events.
- *Covered* DevOps, Cloud, Edge related news items for InfoQ.com

Technologies used: DevOps, Cloud, Architecture, Edge

7/15 - 3/20

Principal Technical Advisor

C4Media, Toronto, Canada (Remote)

Product owner directly accountable for the attendee, speaker, and committee experience serving 5K developers annually, included speaker selection/recruiting/mentoring, content curation, practitioner feel/voice, equal representation, and quality.

- *Increased NPS* from mid 20's to mid 40's across geographic regions including San Francisco (42), London (48), and New York (36).



- *Led* speaker effectiveness workshops for QCon SF, QCon London, QCon NYC, HashConf, & HashiTalks Virtual Events.
- Created an entirely new machine learning/AI event called QCon.ai. In it's first year, achieved profit and an attendance of 275.
- *Covered* DevOps, Cloud, Edge related news items for InfoQ.com

Technologies used: DevOps, Cloud, Architecture, Edge, Culture, Org, Team, DevEx

1/19 - 3/19

● **Contract Developer (Part Time, while @ C4Media)**

WeatherCheck, Louisville, KY (Remote)

Short term contact to help with architectural issues and planning (company was later accepted into Y-Combinator 2019 class).

- *Advised* architecture, developed prototypes, implemented geolocation API leverage AWS Lambda.

Technologies used: Python, AWS, Lambda, S3, Redshift, RDS

3/17 - 5/17

● **Contract Developer (Part Time, while @ C4Media)**

Hyprloco, Denver, CO (Remote)

Short term contact to help with API and mobile development.

- *Developed mobile apps using Swift, prototyped APIs, and architectural guidance.*

Technologies used: Android (Java), IOS (Swift), Git

4/14 - 4/16

● **Principal Architect**

HP Enterprise Services, Fort Knox, KY (USA)

Principle architect for the US Army Cadet Command

- *Migrated / re-platformed* on-prem systems to government cloud (one of the first).
- *Led/performed* mail/file server migration from on-prem to Gmail.
- *Rearchitected/Consolidated* applications for hybrid cloud environments.
- *Integrated* of COTS/GOTS software with customer Java / .NET systems.

Architecture team member for US Army Human Resource Command.

- *Responsible* for the governance and guidance of Human Resource Command systems, including components of Army National Guard, Accessions, Recruiting, and Cadet Command systems.
- *Architected/Developed* Java solutions for US Amy Platforms.
- *Led* Army Cadet Portal development managing the cadet relationship and document requirements.
- *Designed/mentored* developers on the creation of services in support of the Service Oriented Architecture (SOA) initiatives, including bridging functionality between PeopleSoft and ARISS.
- *Performed* product reviews and analysis of products, including working with vendors, writing reference implementations, and on-boarding dev teams.
- Established software development & architecture technical standards.

Champion for HP Enterprise Services and a trusted advisor within DoD.

- *Prototyped* first Army mobile recruiting application. Application was first to be accepted to DoD mobile store.
- *Coached, taught, & mentored* technical teams on agile development practices (took teams failing to meet expectations to massive increases in team velocity and project delivery).
- *Authored* articles/whitepapers, performed presales architecture solutioning, presented at DoD (and public) conferences on behalf of HP Enterprise Services around enterprise integration and mobility.
- *Developed* strategy, governance, blueprints, trained developers, and all activities to adopt SOA for Army Recruiting Command.

Technologies used: Java, JavaScript, Angular, JavaEE, Maven, Spring, C#, .NET, MVC. NET, Entity Framework, Scum, SQL Server, Oracle, T-SQL, Glassfish, Oracle Weblogic, Liferay, Tomcat



5/03 - 12/16

Lecturer, Part-time evenings

Adjunct Lecturer (May '03 - Dec '16)

- Adjunct lecturer for the University of Louisville (short periods teaching for Bellarmine and Sullivan University).
- Taught upperclassmen (300-400 lvl) in applied software topics such as Android, .NET, Architecture, JavaScript Frontend, & Windows Development
- Developed courseware and advised universities on online class curriculum through partnership with the Learning House.
- Participated as a member of the Board of Governors in the Brown-Foreman / University of Louisville Center for Non-Profit Information Technology Services. Center assisted non-profit organizations in developing and maturing IT services within their organization using CIS students, faculty, and alumni.
- Reviewed books from the Pragmatic Bookshelf and O'Reilly, including Practices of an Agile Developer (Subramaniam/Hunt), Pragmatic Unit Testing with NUnit (Hunt/Thomas), iOS SDK Development, and more.
- Developed & taught custom curriculum for all mainframe developers Java at Kentucky Farm Bureau (intro, intermediate, & advanced OO/Java twice).

Technologies used: Android (Java), JavaScript, Angular, NET, MVC.NET, Entity Framework, Azure, Java, Spring, HTML/CSS/JavaScript, SQL Server

5/03 - 12/16

Java Senior Developer / Tech Lead

CDInteractive (Nov '13 - 'Apr 14)

- Senior developer / Tech lead for online gaming startup.
 - *Provided* architectural guidance and served as a senior developer for online gaming startup.
 - *Worked* as a senior member / individual contributor for Scrum teams.
 - *Gathered* requirements, scope, and plan for the development of new features and functions across multiple software stacks/architectures.
 - *Enhanced* existing platforms by analyzing and identifying areas for optimization and refactoring.
 - *Created* high-level and detailed architectural specifications, ensuring feasibility, functionality, security, and integration with existing systems/platforms and back-end road map.
 - *Performed* full stack web development using: JavaScript, .NET, Spring using traditional RDBMS (including MySQL, SQL Server)

Technologies used: Java, Spring, Scrum, Git, ReST/Services, RallyDev. MySQL, Tomcat

01/05 - 05/13

Software Engineer

HP Enterprise Services, Fort Knox, KY (USA)

Architecture team member for US Army Human Resource Command

- *Responsible* for the governance and guidance of Human Resource Command systems, including components of Army National Guard, Accessions, Recruiting, and Cadet Command systems.
- *Architected/Developed* Java solutions for US Army Platforms
- *Developed* SMART, FutureSoliders.com, Cadet Referral System, Congressional Inquiry System, Enterprise Portals, Portlets in support of HRC initiatives.
- *Designed/mentored* developers on the creation of services in support of the Service Oriented Architecture (SOA) initiatives, including bridging functionality between PeopleSoft and ARISS.
- *Performed* product reviews and analysis of products, including working with vendors, writing reference implementations, and on-boarding dev teams.
- Established software development & architecture technical standards.



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| | <p>Champion for HP Enterprise Services and a trusted advisor within DoD</p> <ul style="list-style-type: none"> • <i>Championed/evangelized</i> at all levels from developer to very senior leadership (3 star General) solutions, including identity, application portfolio consolidation, common framework development, and service architecture. • <i>Prototyped</i> first Army mobile recruiting application. Application was first to be accepted to DoD mobile store. • <i>Coached, taught, & mentored</i> technical teams on agile development practices (took teams failing to meet expectation to massive increases in team velocity and project delivery). <p>Managed teams to support HP Enterprise and US Army team needs.</p> <ul style="list-style-type: none"> • <i>Led</i> cross-functional teams up to 26 for capital-intensive projects for US Army Recruiting Command around web and portal technology. • <i>Built</i> (hired/fired) software teams to accomplish US Army Recruiting objectives and mission. • <i>Developed</i> strategy, governance, blueprints, trained developers, and all activities to adopt SOA for Army Recruiting Command. <p>Technologies used: Java, JavaScript, Angular, JavaEE, Maven, Spring, C#, .NET, MVC.NET, Entity Framework, T-SQL, Scum, Oracle, PL-SQL, Sybase, SunOne Stack</p> |
| 2001-2005 | <p>Software Engineer <i>Electronic Data Systems</i></p> <p>Started as a junior developer in ASPc/COM+ and rose to techlead</p> <p>Technologies used: Java, JavaScript, Com+, ASPc, PL-SQL</p> |
| 1996 - 2001 | <p>Technical Writer and Publishing Manager Raque Food Systems</p> <p>Responsible for 200+ manuals annually. Developed/executed first marketing plan.</p> |
| 1992-1996 | <p>Machinest Mate Third Class (Submarine Qualified) US Navy Veteran (Honorably Discharged)</p> <p>Submarine-Qualified Machinist Mate (Auxiliaryman) responsible for all non-nuclear systems, including seawater, pneumatics, hydraulics, diesel, potable, and san systems.</p> |

Education

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|---------------|-----------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------|
| 08/02 - 05/05 | <p>MBA (Concentration in eBusiness) University of Louisville / Louisville, KY</p> <p>Taught night school to pay MBA.</p> |
| 08/96 - 05/02 | <p>Bachelor of Science in Computer Information Systems (Honors) University of Louisville / Louisville, KY</p> <p>Earned during night school over the course of six years.</p> |
| 08/90 - 05/96 | <p>Associate of Science in Liberal Arts Excelsior College (Formally University of the State of New York)</p> <p>Earned using distance education while onboard of forward deployed US submarine.</p> |

Certifications

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|------|------------------------------------------------|
| 2012 | Certification Java Programmer Java 1.42 |
| 2014 | Security+ |
| 2015 | ITIL v3 Foundation |



Skills

Architecture Patterns & Practices

○ ● ● ● ● Microservices
○ ○ ● ● ● Cloud Native
○ ○ ● ● ● Serverless
○ ○ ○ ● ● gRPC/Protobuff
○ ● ● ● ● ReST

Cloud Native

○ ○ ● ● ● AWS
○ ○ ○ ○ ● Azure
○ ○ ○ ● ● GCP
○ ○ ● ● ● Terraform
○ ○ ● ● ● Kubernetes
○ ○ ○ ○ ● Prometheus
○ ○ ○ ○ ● Grafana
○ ○ ● ● ● ELK
● ● ● ● ● Container

Languages

○ ● ● ● ● Java (Server Side)
○ ○ ● ● ● C#
○ ○ ● ● ● JavaScript
○ ○ ● ● ● Node.js
○ ○ ● ● ● Python

○ ○ ● ● ● Go
○ ○ ○ ● ● Swift
○ ○ ● ● ● Java (Android)
○ ○ ● ● ● Bash
○ ○ ○ ● ● T-SQL
○ ○ ○ ○ ● PL-SQL

Version Control

○ ● ● ● ● Git
○ ○ ● ● ● Subversion (SVN)

Operating Systems

● ● ● ● ● macOS
○ ● ● ● ● Linux
○ ○ ○ ● ● Windows
○ ● ● ● ● Android
○ ○ ○ ○ ● iOS

Web

○ ● ● ● ● JavaScript
● ● ● ● ● HTML
○ ● ● ● ● CSS
○ ● ● ● ● Graphic Arts

