Kirk Haines

Software / Platform Engineer · DevOps

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Summary

Software and platform engineer with 15+ years of passion for Ruby, high performance/high availability systems, web applications, performance tuning, and tricky problems. I've enjoyed working on very diverse problems, from high volume email to performance profiling and tuning apps for Superbowl commercial driven traffic to large scale Rails apps on AWS to designing and developing a high availability hosting platform to meet FINRA regulations for web sites for Electronically Traded Funds. Former Ruby 1.8.6 maintainer; contributor on a wide variety of other open source projects in the Ruby ecosystem.

Notable Publications and Presentations

RubyKaigi 2016 – Web Server Concurrency

https://www.youtube.com/watch?v=4FsZfcv28ig
https://engineyard.github.io/rubykaigi2016-concurrency/#/

Railsconf 2016 – Let's Build a Web Server!

http://engineyard.github.io/railsconf2016-webservers/#/

Various Engine Yard Technical Articles

https://blog.engineyard.com/authors/Kirk%20Haines

Tokyo Cabinet in One Hour

http://www.oreilly.com/pub/e/1477

Experience

Sr. Software Engineer, Engine Yard, 2009 – 2016   Wide variety of platform/devops roles, including Rails development, OS/Distribution work, scaleable architecture for free tier product Prototype, EY Local to wrap our entire platform in a locally deployable VM, low level systems and application performance tuning, extensive Chef recipe work, fault tolerant logging bastion server for system audit trails & SOCII compliance.

Sr. Engineer & Architect, Enigo, 2002 – 2009, 2016   Sites and applications for commerce. Mostly Ruby with some Perl and PHP (and Wordpress) on Linux. Highly available, customized Redmine based application for FINRA regulatory compliance tracking for a large us bank. High Availability stack for mutual fund and electronically traded fund sites and applications.

Sr. Software Engineer, Quris, Inc. - 2000 – 2002   Customized email generation and delivery systems for customers like Charles Schwab and Discover Card, largely using Perl and Java; email build engines, email send and bounce handling architecture. Managed a small team to develop an ETL tool to deal with the large volumes of logs and bounce handling tasks we generated daily.

Sr. Software Engineer, Mobile Engines, 1998 – 2000   Employee #3; integral to interview and hiring decisions for most of the engineering team. Tooling around CVS to enforce git-style branch based development paradigm; Perl extensions to C libraries for speech recognition. MySQL and Oracle DBA role.