# Grant Gangi

DEVOPS ENGINEER · LINUX SYSTEMS ENGINEER

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## Technical Skills

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|---|---|
| **Programming** | Python, C, C++, Go, Bash, PHP, Java, C#, JS |
| **Operating Systems** | Debian Linux, RHEL/CentOS, Gentoo Linux |
| **Container Platforms** | Mesos, Kubernetes |
| **Web/Email Services** | Nginx, Haproxy, Envoyproxy, Apache, Postfix, Dovecot |
| **Event/Data Processing Services** | RabbitMQ, Flume, Kafka, Elasticsearch, Logstash |
| **Databases** | MySQL, Redis, Cassandra, MongoDB, Memcached, Graphite, InfluxDB |
| **Tools and Automation** | Git, CMake, Jenkins, Chef, Ansible, Vagrant, Docker |

## Work Experience

### Senior Member of Technical Staff
Seattle, WA

ORACLE CLOUD INFRASTRUCTURE — 2019 - PRESENT

- Work on core services for OCI, including timelines, documentation, and automation of scaling out services in new regions
- Develop and maintain systems used across OCI for patching and compliance

### DevOps Engineer
Seattle, WA

MOZ — 2018 - 2019

- Design, provision, and maintain container platforms with Mesosphere and Kubernetes to make application development and deployment faster, more reliable, consistent between environments, and ultimately allowing for quicker iteration of features
- Develop tools and automation to help standardize processes across teams
- Communicate to teams about services and tools offered that can improve their development processes, and work directly with teams to implement them as needed
- Plan and implement service discovery and other network improvements to make migrations into AWS more seamless and improve reliability in a cloud environment

### Linux Systems Engineer
Blacksburg, VA

RACKSPACE — 2016 - 2018

- Maintain and develop Python software for a high-availability distributed event processing system which gathers information from all parts of the infrastructure and performs actions as necessary to keep the systems healthy and prevent abuse
- Support and administer high-throughput email platform spread across multiple availability zones containing thousands of servers while adhering to the 100% uptime guarantee for millions of customers
- Saved over $400,000 a year in licensing costs by conducting a side-by-side comparison of email content filtering technologies using production traffic without causing any impact on user experience
- Implemented a message classification system, helping customers better understand their email and reducing customer contacts for spam and virus related issues
- Improved infrastructure monitoring to eliminate hundreds of spurious alerts and free up on-call staff to work on more valuable projects
- Provision and manage pre-production environments and Jenkins instances to facilitate unit and integration testing and give teams more confidence in their deployments

### Senior Developer and Systems Administrator
Rochester, NY

SIMON SCHOOL OF BUSINESS AT UNIVERSITY OF ROCHESTER — 2014 - 2016

- Led development of a web based real-time multi-player business simulation software used by top business schools around the world
- Engineered management software for organization and viewing of real-time business simulation data for research and teaching purposes
- Designed and deployed infrastructure for migrating all student service, admissions, and records applications
- Used Python microservices to streamline legacy monolithic web applications supporting student and faculty operations
- Developed and deployed a school-wide print release system which reduced paper waste and increased student satisfaction
- Planned and led deployment of backups, monitoring, and documentation for IT infrastructure

**Analyst Programmer**                                                                  *Rochester, NY*

SIMON SCHOOL OF BUSINESS AT UNIVERSITY OF ROCHESTER                                        *2010 - 2014*

- Setup and managed virtual server environments for testing and software development
- Saved substantial time and resources while converting a C++/C# brain aneurysm risk calculator to a web application by avoiding a rewrite
- Designed and implemented a web based university-wide event calendar with Facebook integration for easy access to events happening around the university
- Developed a data trawler which tracks alumni on social networks, and consolidates their information into a database to help new graduates find connections

## Personal Projects

- Home automation system for controlling lights and HVAC remotely using microcontrollers and MQTT for communication
- Particle system editor for creating special effects within video games
- 2D top-down style MMORPG developed using C++, and Lua for scripting

## Education

**Monroe Community College**                                                            *Rochester, NY*

A.S. IN COMPUTER INFORMATION SYSTEMS                                                       *2009 - 2012*