

WESLEY BOYNTON

CODE | INFRA | AUDIO

WES@BOYNTON.IO | (703) 635-0839 | WWW.WESLEYBOYNTON.COM | GITHUB: WWBOYNTON

HELLO, WORLD

Hi, my name is Wes. I'm a DevOps Engineer from the Washington D.C. area with experience in AWS, Ruby, and Unix system architecture.

I love cooking, clean code, and progressive rock. I like contributing to the open-source community, and I try to always have a project going. I love working in fast-paced environments with agile development, a sane version-control philosophy, an emphasis on testing, and a collaborative atmosphere whether in-person or on the web.

I do my best work when balancing team leadership, architecture, and getting my hands dirty with technical work. I constantly re-evaluate what it means to empower a team to do its best work.

I have real-world experience in world-class data centers, but I like keeping my head in the cloud building scalable solutions in Amazon AWS.

Do we sound like a good fit? Good. Call me.

EDUCATION

George Mason University, B.A. Music Technology **2015**
AWS Certified Associate Solutions Architect **May 2016**
AWS Certified Associate SysOps Engineer **December 2016**

SKILLS

- ★★★★★ Ruby
- ★★★★★ Bash
- Amazon AWS:
 - ★★★★★ API, CloudFormation, EC2, ECS, S3, RDS, Route 53, CloudFront, WAF
 - ★★★★ SQS, SNS, DynamoDB, RedShift
- ★★★★★ Docker
 - ★★★★ Unix-based server administration and architecture
 - ★★★★ Monitoring (CloudWatch, Zabbix, PagerDuty)
- ★★★★★ Continuous Integration/Delivery (Bamboo, TeamCity, Jenkins)
 - ★★★ Configuration management (Puppet, Ansible)
- ★★★★★ Google Apps Administration
- ★★★★★ HelpDesk/Operations Ticketing (FreshDesk, JIRA Service Desk, ZenDesk)
 - ★★★★ Project Management (JIRA, Pivotal, Trello)
 - ★★★ HAProxy Load Balancing
 - ★★★ Rails
 - ★★★★ Apache Distributed Technologies (Zookeeper, Kafka, Storm)
- ☞ Other lesser-used skills include CoffeeScript, Node.js, d3.js, C#, CSS/SASS, WordPress, Adobe Suite, MS Office Suite, VirtualBox, Java

INTERESTS

- System design and automation
- Learning new languages and technologies
- Machine learning and Neural Networks
- Game jams and Hack-A-Thons
- Game and Film Music Scoring

AWARDS AND RECOGNITION

- George Mason 2015 Undergraduate Research Students as Scholars Nominee: "Teaching Teachers Teaching Tech: Effective Use of Technology in the Music Classroom"
- "Lawn Order," Best-In-Show at D.C. Global Game Jam 2015 (contributed music, SFX, and sound engine in C#)

WORK HISTORY

INTERSECTIONS INC. OF CHANTILLY, VA **DEVOPS ENGINEER (MARCH 2016-PRESENT)**

- Determine and document team and project specifications and best-practices, and lead a diverse team in the challenges of building a great product while adhering to those guidelines
- Primary architect and maintainer of the massive AWS infrastructure supporting a brand new product
- Work closely with Development, Security, and Operations teams to ensure the system is well-documented, easily troubleshooted and maintained, and PCI DSS compliance-oriented
- Designed the bespoke in-house infrastructure management software, saving hundreds of man-hours from the DevOps Team
- Designed and built-out the Continuous Delivery tooling in Bash, Bamboo, and AWS CloudFormation to ensure problem-free deploys to all environments, while providing continuous support to local development solutions.
- Screen, interview, and mentor new employees to the DevOps team

ZAIUS INC. OF LEESBURG, VA **SOFTWARE ENGINEERING INTERN (SEPT 2014-JUNE 2015)** **DEVOPS ENGINEER (JULY 2015-FEBRUARY 2016)**

- Wrote the in-house command line utilities from scratch in pure Ruby, completing tasks ranging from quick interpretation of proprietary SQL and retrieval from a database which processes millions of records monthly, to developing a UNIX-like CLI for interaction with Apache Zookeeper and developing a DevOps multi-server administration tool.
- Designed, authored, and contributed to proprietary and open-source libraries to address problems and improve the feature set of the in-house tools
- Automated continuous integration chain using technologies like RSpec, TeamCity, and GemInABox Gemserver to automatically compile, test and distribute new software to an agile development team each time new code is pushed into the repository
- Gained collaborative development and deployment experience in an environment using technologies like Git, Ubuntu Server, Amazon AWS, Kafka, Zookeeper, Storm, Maven and Capistrano
- Developed features across the frontend and backend of the core product using web technologies including Ruby on Rails, Coffeescript, jQuery, d3.js, underscore.js, SASS, and HAML

GEORGE MASON UNIVERSITY OF FAIRFAX, VA **LEAD INFRASTRUCTURE ARCHITECT AND LAB SUPERVISOR** **(APRIL 2013-OCTOBER 2014)**

- Designed and implemented a Unix-based imaging, deployment, and maintenance system for a network of Windows and OS X machines
 - Weekly automated imaging and hot fixes
 - Automated collection and propagation of changes from model system
 - Established selective permanence
 - Post-imaging per-machine customization via Python scripting
 - Collected and stored large audio sample libraries centrally on a mounted fileshare using symbolic links on each system to share common resources and collectively save terabytes of space system-wide
 - Performed regular incremental backups of important systems
 - Wake-On-Lan scripting for reliable and fault-tolerant system maintenance
- Provided support to lab and studio users in industry standard software like ProTools, Propellerhead Reason, and Native Instruments Komplete