

# Matthew Olenik

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<https://olenik.io>

B.S. Software Engineering  
Rochester Institute of Technology, 2011

## Curalate, Core Services

*DevOps Engineer*

Platform team owning core services, dev/CLI tools, infrastructure

April 2017 — February 2018

- Set standard design for AWS Lambdas with scaffolding for writing new, well-tested functions in Python
- Improved dev tools for working with Terraform, built Docker mixin system to reuse code between QA/PROD (Scala)
- Overhauled ECS cluster management with blue/green cluster deployments and autoscaling
- Automated ops tasks (e.g. backups, syncs, migrations) with Terraform and AWS Lambda
- On-call experience with DataDog, Loggly, CloudWatch

May 2016 — April 2017  
*Medical/Personal Leave*

## VMware, Photon Controller

*Software Engineer, MTS3*

Open source multi-tenant IaaS for on-premise management of VMs and containers

January 2014 — May 2016

### Revamped Build Pipeline & Developer Workflow

- Simplified Docker deployment pattern for dev and test machines, eliminating manual testing
- Reduced the 'vagrant up' time from 20min to 30sec, dramatically improving developer productivity
- Reduced the size of the product deliverables (a VM image) from 9gb to 1gb
- Streamlined build process of VM deliverables using Jenkins and Packer

### Built Integration Tools

- Designed the API for and implemented the Go client SDK, used in the PC CLI
- Wrote the plugin for integration with the Cloud Foundry PaaS bosh

### vCenter Core Team (2014 — 2015)

- Wrote the interface between UI and vSphere API for new HTML5-based installer in v6.0
- Fixed bugs and implemented features in a large C++ codebase, worked closely with ESXi

## Microsoft, Xbox Live Commercial Services

*Software Development Engineer*

June 2011 — January 2014

- Refactored legacy Xbox 360 services to run on modern CI/CD with Autopilot, enabling integration with new services for the 2013 holiday release
- Implemented, tested, and deployed features in services for: user accounts, billing and offering, in-game DLC, TV-on-demand, and others
- Owned user email preference services, consisting of a REST API, and background jobs for exporting and migrating bulk data
- Implemented revenue reporting using COSMOS, aggregating service data to provide insight into cost of outages

### Selected Skills

- Best with C#, Go, Java, C++, Python, Bash, adept with Scala, Bash, Python, Ruby — prefer functional languages
- Backend service development (mostly REST), CLI and dev tools, occasional frontend in JS
- Managing complex build pipelines involving Jenkins, Packer, Docker, Terraform, and other tools
- Building tested infrastructure — writing infra code with tests, as production code
- On-call engineering, debugging live applications, working production issues

### Projects

- hclq — a tool for querying and modifying Terraform HCL files, similar to jq, written in Go
- Winston — alternative package manager for Windows
- Rollaround — neural net library in C#, optimized for conversion into JavaScript by Unity
- NativeInjector — .NET library for code injection into other processes