

# Resume

Jeremy Wall

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## Personal

### Info

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### About Me

I am a self taught coder with a passion for languages and good design. I've been working in the industry for a little over 10 years. I've been learning and coding in the open source community for far longer than that though. From hacking personal customizations to Blender from <http://blender.org>, to coding my own website, to writing about various languages and technologies on that site. I've been an active part of the programming community for going on 15 years.

I'm passionate about the tools used in the craft of software development. Build systems, Test frameworks, Editors/IDE's all fascinate me and I'm constantly looking for new ways to streamline and improve the process of software construction.

You can see my personal coding projects on github <http://github.com/zaphar> and bitbucket <http://bitbucket.org/zaphar/>

### Languages

- Perl - Expert
- Javascript - Expert
- Erlang - Expert
- Haskell - Intermediate
- Go - Expert
- Python - Intermediate
- Java - Intermediate
- Clojure - Intermediate
- C - Beginner

- C++ - Beginner
- C# - Expert
- Rust - Beginner

## Technologies

- Non relational datastores
  - CouchDB
  - MongoDB
  - Bigtable
  - GoogleAppengine Datastore
- Relational Databases
  - DB2
  - Oracle
  - Mysql
  - Postgresql
  - MS-SQL
- Web Technologies
  - Restful web services
  - HTML5
  - CSS
  - AJAX
- Distributed Systems

## Projects

- Original Author of Etap (erlang testing framework) Etap has been used by Couchdb and EA games.  
<http://github.com/ngerakines/etap>
- Author of several CPAN Modules  
<http://search.cpan.org/~zaphar>
- Author of the Iterate Project Management app written in erlang  
<http://github.com/zaphar/iterate/>
- Author of Test.Tap a javascript testing framework.  
<http://code.google.com/p/test-tap/>
- Contributor to Joose a javascript object meta protocol inspired by Moose for Perl.  
<http://code.google.com/p/jooses-js/>
- Contributor to the yi editor.  
<http://code.google.com/p/yi-editor/>
- Primary author of C# support for <https://bazel.io> [http://github.com/bazelbuild/rules\\_dotnet/](http://github.com/bazelbuild/rules_dotnet/)

## Employment

- GoHealth, Inc - Principle Engineer/SRE Manager 2016 - Present

I joined GoHealth to help them as they moved toward a more agile model in the SDLC. They were beginning to embrace Continuous Integration and Continuous Delivery. My responsibilities as Principal Engineer were to

- Mentor other developers
- Provide technical direction for old and legacy applications
- Help to form and refine their processes around development, releases and QA.
- Help to foster a strong engineering culture.

Shortly after joining GoHealth I also took on the management of a newly forming SRE team. Helping to bootstrap that team and give guidance on best practices for managing new and old deployments of applications in the GoHealth platform.

- VAE, Inc. - Senior Architect 2014 - 2016

The software stack we use at VAE is C# running on both Mono and .Net runtimes. It is a suite of network engineering tools used by Network Engineers and Network Operations to manage and view the current state of their network.

At VAE I currently have the following responsibilities:

- Develop software engineering processes.
- Integrate tooling to ensure software quality.
- Provide high level design guidance for products.
- Mentor junior developers.

- Google - Software engineer 2008 - 2014

I was part of the DoubleClick acquisition by Google and continued working on the Google Affiliate Network product for the first two years. Wrote most of the code to migrate our data to Google infrastructure and datastores. Launched the first integrations with Google systems.

I then worked on the Project Hosting product on <http://code.google.com/p/>. This product has since been discontinued by Google.

After Project hosting I moved into the Web Server team for the Search Page. I worked on tooling for the templating language and CSS/Javascript/HTML management. While there I worked on integrating a CSS compiler for the Templating engine. This support greatly improved the experience of styling search features and controlling the impact of CSS on a page.

I also worked on evaluating the HTML5 Web Components standards to see how they might improve the search page. This required reading the W3C standards, prototyping templating engine support for them, and running some experiments on the front page.

Pretty much all the technology at Google is custom but relies heavily on non-relational distributed datastores, and highly scalable distributed architectures.

- Doubleclick/Performics Software Engineer 2007 - 2008

Worked on the affiliate ad product for Doubleclick/Performics in several different initiatives.

The product was written in perl and used DB2/Oracle/MySQL for the database. The web stack was Linux, Apache, Perl.

- Championed and prioritized tasks for a migration from an IBM DB2 database to an Oracle Database

- Coded and setup a unit test infrastructure for javascript development.
- Designed and wrote a UI framework to improve development speed and maintainability of frontends to the reporting API.
- Healthcom - SubContractor 2007  
Worked on a health device information tracking service. The system received health information from various remote devices in patients homes. It tracked the data and events and graphed them for the healthcare providers. It also alerted based off of certain criteria for the data.  
The system was written in Perl and consumed web services, ftp uploads, and encrypted network connections to gather the data. The data was stored in Postgresql. The web stack was Apache and Perl on Windows.

## Education

- High School Diploma from Christian Liberty Satellite Schools - 1994
- Self Taught Programmer ever since