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OBJECTIVE As a senior software engineer with extensive internal tools experience, I want to act as a force multiplier by creating and improving development ecosystems that delight other developers. I want this sphere of influence to extend to the open source community.

EXPERIENCE **PernixData, Inc.** – San Jose, CA **June 2015 – Present**
Tools Engineer

- Drove the migration from a legacy Git server to Atlassian Bitbucket Server. Performed initial setup, data import, installation, and plugin configuration for the new system. Developed custom plugins to replace functionality of the old system. The new system delivered self-service features to 100+ developers reducing the support burden.
- Wrote and maintained several additional plugins for the Atlassian ecosystem. Delivered streamlined support by enabling self-service access to the “unbreakable build system” for all projects in the company. See Github, source available.
- Maintained legacy build systems while architecting new build tools to achieve long-range company wide impact, with a focus on reliability, reproducibility, transparency, and technology agnosticism.

Palantir Technologies, Inc. – Palo Alto, CA **April 2009 – June 2015**
Software Engineer, Internal Tools Team

- Drove the migration of source control from Subversion to Git. Delivered an “unbreakable build system” which used Git to enable automated testing of code before merge. Palantir realized significant gains in productivity and quality.
- Wrote and maintained several plugins for the Atlassian ecosystem. Delivered reduced support burden by enabling self-service access to the “unbreakable build system” for all projects in the company. See Github, source available. By 2015, over 500 projects were building using Stashbot, one such example.
- As the first and most tenured engineer on the ITOOLS team, provided scaled support through guidance, best practices, customized tools, just-in-time solutions, and proactive recommendations that decreased the support burden and facilitated the exponential expansion of the company as they grew from 200 to over 1000 employees.
- Evaluated newly-sourced talent through on-site and phone interviews to directly contribute to the growth and success of the ITOOLS team. I directly contributed to the hire of every new employee on the ITOOLS team and performed over 200 interviews.

Amazon.com – Seattle, WA **January, 2008 – January, 2009**
SDE, Developer Applications Team

- As lead engineer on a four person team, improved turn around times and reduced translation costs by implementing an internal web service that provided string translation and localization services.
- Evaluated newly-sourced talent through on-site and phone interviews.

Software Design Engineer, Developer Tools Team **March 2006 – January, 2008**

- Maintained and supported a complex build system used by over 2000 developers which focused on reproducibility, consistency, and dependency management of large codebases. Worked on a codebase which exceeded 200GB and 8 million files, which was divided into more than 13,000 discrete packages.
- As primary owner of the source control repository, migrated to new hardware, upgraded software, and ensured backups were functioning while responsible for a priceless codebase containing over 8,000 engineer-years of work.
- Designed and implemented a distributed application which allowed internal customers to view logs for the build system to assist in debugging.
- Performed porting and developed porting tools to assist in the migration from Redhat 7.2 to Red Hat Enterprise Linux 3 and later to Red Hat Enterprise Linux 5 64-bit, saving the company over 20 million dollars during Q4 scaling alone.
- As part of the Environment Improvement Ninjas, used personal time to work on porting the environment to new platforms, writing scripts to get metadata more easily, and added tab completions, boosting productivity for myself and other developers. The Environment Improvement tools are used by almost every developer at Amazon.
- Recruited and interviewed candidates both on-site and through phone screens, and attended college recruiting events.

EDUCATION **Purdue University**, Lafayette, IN

- Graduated in December of 2005 with a Bachelors in Electrical and Computer Engineering.
- Coursework included Operating Systems Engineering, Advanced Object Oriented Programming and Scripting, Object Oriented Design, Networking, Microprocessor Architecture.

PROGRAMMING EXPERTISE

- Java: 9 / 10, 10 years experience
- Ruby: 7 / 10, 4 years experience
- Perl: 5 / 10, 3 years experience
- C++: 5 / 10, 3 years experience
- Python: 3 / 10, 1 year experience
- Also fluent with Bash/Zsh, SQL, Gradle, Maven, Make, Git, Debian/Ubuntu Linux, Centos/Redhat Linux

OPEN SOURCE WORK

Atlassian Bitbucket Server Plugin: Stashbot https://github.com/terabyte/stashbot	Primary Author
Atlassian Bitbucket Server Plugin: Codesearch https://github.com/terabyte/stash-codesearch-plugin	Primary Author
QBT - QBT Build Tool http://qbtbuildtool.com	Core Developer

INTERESTS Open Source Software, Video Games, Poker, Skepticism, Classical Music, Scientific Pursuits.

REFERENCES Available upon request