

Jay S. Doane

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Overview

Experienced developer and open source contributor with background building: web sites & services, geo-aware applications, social networks, instant messengers, recommendation systems, automation, etc., seeks engaging projects.

Software Development

Languages: Python, Erlang, Javascript/JSON, Lisp, HTML, CSS, Java, SQL, Bash, Regex, C, C++, XML.

Web: (Geo)Django, RabbitMQ, Nginx, Mochiweb, Webmachine, Nitrogen, Apache, Memcached, Pylons, Twisted, JQuery, Greasemonkey, Curl.

Database: Postgres/PostGIS, MySQL, Riak, Mnesia, CouchDB, Berkeley DB, SQL Alchemy, Hibernate.

Tools: Emacs, Git(hub), Hg, Subversion, xUnit, Buildbot, Hudson, Firebug, Selenium, Trac, IntelliJ, OmniGraffle.

Protocols: HTTP/S, SSH, SMTP, IRC, DNS, DHCP/BOOTP/PXE, TCP/IP.

Methodologies: Open Source, Test Driven Development, Scrum.

Operations

Tools: Screen, Tmux, Vagrant, Virtualenv, VirtualBox, VMWare, Chef, Fabric, Supervisor, Capistrano, Iptables/ufw, ZXTM, Zenoss, Nagios, Hyperic.

Operating Systems: Linux (Ubuntu, Debian, CentOS), MacOS X.

Employment History**Software Developer**

genForma (Sunnyvale, CA)

April 2010–Present

- Created provision library for customized node deployment in the cloud <https://github.com/genforma/provision>

Software Developer

Blipboard (San Francisco, CA)

April 2009–April 2010

- Created geolocating mashup using Google Maps v3, Twitter Search & JQuery
- Prototyped distributed key-value data storage layer using Riak
- Implemented real time web notifier with Orbited/Stomp, Django & Nginx

Software Developer

Independent (San Francisco, CA)

July 2008–April 2009

- Created m82.com: a free anti-spam service running Nitrogen on Erlang/OTP and Postfix, with a RESTful interface for Greasemonkey script; source at <http://github.com/jaydoane/subdomain>

Operations Engineer

Loomia (San Francisco, CA)

May 2006–July 2008

- Managed data center of rapidly scaling web services startup
- Wrote configuration and release automation code
- Optimized schemata to improve performance and enable MySQL dual-master replication
- Automated service monitoring and developed algorithms to selectively throttle destabilizing traffic

Senior Software Engineer

Tribe Networks (San Francisco, CA)

March 2005–April 2006

- Created contact importer tool

- Implemented content tagging & flagging feature
- Wrote high-throughput, caching email digest system

Bioinformatics Developer

The Molecular Sciences Institute (Berkeley, CA)

March 2003–October 2004

Maintained & enhanced Monod, a Java based, open source, collaborative, molecular biology model building tool

Software Developer

Freelance (San Francisco, CA)

September 2001–December 2002

- Wrote C++/STL generic correlation detector for PlanetQuest open source extrasolar planet discovery application
- Built multithreaded Python data collector and state controller for solar power system

Software Architect

Modulant Solutions (San Francisco, CA)

February 2001–September 2001

- Designed inversion-of-control architecture for schema mapping and data transformation components
- Implemented benchmarks, identified and solved performance bottlenecks

Principal Engineer

vivid studios/Modem Media (San Francisco, CA)

March 1999–February 2001

- Scoped, wrote proposals, pitched, specified requirements, documented technical design, implemented, and developed maintenance plans for 3-tier web applications, primarily using Java/J2EE

Software Engineer

THEM Productions/Online Partners (San Francisco, CA)

February 1995–July 1998

- Developed web based instant messaging application with a Java client and IRC-based C server talking to Postgres
- Decreased server downtimes by writing server supervisor Perl script with X10 interface
- Built multimedia script editing tool with Delphi for Windows
- Developed the PC version of the Electronic Arts game **Psychic Detective** in C++

Education

Certificate in Web Programming with Erlang

Erlang University

Ph.D. in Astronomy and Astrophysics

University of California, Santa Cruz

B.A. in Physics

University of California, Santa Cruz

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