BRANDON HIGH

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Site Reliability Engineer
Facebook Inc
May 2012 to Present

Developing Python tools used in detection, diagnosis, and remediation of site issues.Working with service owners on migration to internal IaaS platform. Developing Python tool for infrastructure hardware audit.

Software Engineer
Flashlight LLC
September 2010 to April 2012

Developed Groovy/Grails/JQuery UI web frontend to cable set-top box remote control using REST interface provided by remote team. Documented with JSDoc, Javadoc, Twiki, and Confluence. Unit tested with js-test-driver and JUnit.

BS Computer Science, Minor Psychology
Oregon State University
Fall 2005 to Spring 2010

Analysis of Algorithms, Usability Engineering, Technical Writing, Assembly Language, Linux Kernel Development, Digital Logic Design, Artificial Intelligence, Machine Learning, OpenGL, Shaders, Networking, Simulations, Neuroscience

System Administrator
OSU Open Source Lab
June 2006 to August 2007

Assisted in setup and maintenance of heterogeneous Linux datacenter. Automated configuration management with CFEngine.

Development

Methology and Paradigms
Rapid Iteration, User-centric, Object Oriented, Imperative, Functional, Test Driven, ERD/UML

Backend
Java, Python, C, Groovy, Grails, MySQL

Web
Javascript, JQuery UI, CSS3

Mobile
Android, JQuery Mobile

Tools
Git, SVN, Vim, JUnit, js-test-driver, Javadoc

Operations

Linux
CentOS, Ubuntu, Gentoo

Scale
Cache, IaaS, Service Discovery, Load Balancing

Cluster Management
Puppet, Chef, CFEngine, AWS

Walls of Text
Regex, Pyp, Awk\Sed