Clinton Judy

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I've been a Rails developer since 2008, and have programmed for fun my entire life. I love open source and have authored several small Rails libraries, including Kanina for RabbitMQ messaging and Artful.ly for event ticketing. I'm currently learning Elixir and good data science practices, and I am passionate about storytelling with datavis. My current focus is on shifting a massive legacy on-prem platform to Kubernetes, both on-prem and in the cloud.

I am actively looking for a full-time lead/principal position, in full-stack web development, software engineering, developer operations or site reliability engineering.

Technical Skills

Likes: ruby-on-rails elixir phoenix-framework postgresql redis d3.js docker vue.js terraform packer
Dislikes: cgi php

Experience

Senior Web Engineer, Ops Team – Flatiron School   *Oct 2018 → Current*
ruby-on-rails, chef, terraform, packer, datadog, elixir, docker, postgresql, redis, rabbitmq, git

Led effort to consolidate logs, metrics and traces across services in large microservice architecture, increasing visibility and reducing MTTR. Worked on migrating several services from Digital Ocean to AWS. Assisted with book club, leading sessions on designing microservice architectures and object-oriented programming with Ruby.

Senior Site Reliability Engineer – AccuWeather   *Dec 2016 → Oct 2018*
kubernetes, ansible, grafana, terraform, azure-application-insights, influxdb, elasticsearch

- Designed and developed a continuous integration/deployment system for the mobile and desktop websites (m.accuweather.com and www.accuweather.com)
- Created a complete monitoring system for the public website, tracking 100s of statistics for 10s of millions of requests daily.
- Created automated systems to deploy most public-facing AccuWeather presences, and ensure operational consistency within clusters.
- Created several new open-source Ansible role libraries, and contributed code to Terraform.
- Created an open-source query editor for the Microsoft Application Insights Grafana data source.

Senior Web Developer – EFC Systems   *Feb 2016 → Oct 2016*
python, javascript, cgi, postgis, vue.js, bigdata

- Designed and developed a dashboard with Javascript and D3 to quickly convey pertinent information concerning precision agriculture.
- Fixed a multitude of bugs within a 10+ year old codebase, building a full-stack testing system to automatically watch several ancient error-prone areas.
- Overhauled user authentication, bringing it up to speed with modern encryption standards.
- Designed and developed several front-end tools, including a parallel-computed variable rate irrigation pivot zone tool (VRI), and a fertilizer blend tool calculator using linear programming.

Senior Rails Engineer – Agrian, Inc.   *Nov 2013 → Jan 2016*
ruby, rails, postgresql, postgis, html5, css3, rabbitmq, redis, open-source, bigdata

- Designed and implemented several major service-oriented applications for the precision agriculture industry.
- Devised programming strategies for handling wide variety of raw file data formats.
- Optimized code for handling big data problems (100 million rows per month).
- Rewrote legacy code to distribute work and reduce load (100s of workers, 100,000s of jobs daily).

Open Source Lead – Fractured Atlas   *May 2012 → Oct 2013*
ruby, ruby-on-rails, javascript, mysql, haml, user-experience, rails-engines, open-source, angularjs

- Worked on Artful.ly, a system for managing customers and selling tickets online.
- Turned the majority of Artful.ly into an open source Rails engine for use by other organizations.
- Developed a discount system for promoters and customers when selling and buying tickets.
- Developed advanced searching and list segment features for organizing customer lists.
- Overhauled the sign up and sign-in flows for Artful.ly, increasing conversion rates.

Contract Web Developer – Copious
ruby, ruby-on-rails, javascript, rspec, redis, mysql, postgresql

Feb 2012 → Apr 2012

- Worked on VIE Sports, a social networking site for athletes.
- Created the achievement system, rewarding users for actions taken throughout the site.
- Developed the "wall", a feed of your comments, competitions entered, scores, friendships made, and even more.
- Developed privacy controls, so you get to control which people get to see which things you've done.
- Cleaned up a large amount of outdated and broken tests, so we were able to deliver a codebase with 100% of tests passing and nearly complete code coverage to the client.
- Designed other parts of the UI, including score entry and location search.

Web Developer – West Arete Computing
ruby, rails, html, css, coffeescript, javascript

Feb 2009 → Oct 2011

- Estimated, designed, developed, and launched websites out of several experimental technologies and ideas with MIT, Penn State, the DOT, and the Marine Biological Laboratory.
- Project lead on websites for several high-profile companies in Centre County.
- Represented the company at networking events.
- Assisted the hiring process for new employees.
- Respected for my opinion with the direction of the company.

Web Developer – CWS Web Services
powershell, ruby, rails

Nov 2008 → Jan 2009

- Developed a tool to manage virtual machines and application sequencing.
- Installed, configured, networked, and supported hardware for local businesses, including a 40+ thin–client installation at a free health clinic.

Web Developer – Glenn O. Hawbaker, Inc.
ruby, rails, flex, asp.net, html, css

Aug 2007 → Nov 2008

- Developed applications to assist with company roles, including resume management and production scheduling.
- Created and maintained the company intranet.
- Updated the public website.
- Repaired and installed computers and networking equipment at various remote locations throughout Pennsylvania and New York, including an airport control tower.

Graphic Designer – Menu Master
illustrator, photoshop, indesign

Feb 2007 → May 2007

- Designed eye-catching menus, place-mats and takeout menus.
- Communicated with 14-20 listed advertisers per project to ensure each advertiser was happy with the layout of their completed design.
- Collaborated with the company's print shop for project receiving and proper color matching.

Web Developer, Graphic Designer – Freelance
adobe-illustrator, html, css, photoshop

Oct 2004 → Feb 2007

- Designed a variety of graphic and web designs for local businesses and non-profit organizations, including a newspaper flyer for a muzzleloader supply store, a menu for a local diner, websites for student organizations, and wall flyers for student-run events.

Education

Graphic and Online Design, Computer Science – Lock Haven University of Pennsylvania
c, c++, compilers, oop, graphic-design, fine-arts

2004 → 2007

- Fine Arts Society - 2 years
- Ultimate Team - 2 years
- Improv Team - 3 years
- Cantori (Choir) - 3 years

Projects & Interests

Kanina – https://github.com/judy/kanina
ruby, rabbitmq

Feb 2015 → Mar 2016

A Rails plugin for easily sending and receiving messages with RabbitMQ.

I wrote this library from scratch to simplify message sending/receiving, from Rails to RabbitMQ. It's currently being used in a production environment, handling thousands of messages daily.

Artfully OSE – https://github.com/judy/artfully_ose   *May 2012 → Nov 2013*
ruby, ruby-on-rails, javascript

Open-source Rails engine to help you sell tickets, take donations, and track fans.

I was the open source lead on this project.

karma-server – https://github.com/judy/karma-server   *Apr 2011 → Nov 2011*
ruby, ruby-on-rails, cucumber, rspec, html5, css3

A RESTful API for tracking "karma" points of users across several separate websites.

I was a primary developer on this project.

Lifeviz – https://github.com/judy/Lifeviz   *Apr 2011 → Nov 2011*
ruby, ruby-on-rails, cucumber, rspec, html5, css3, protovis

A macroscope, that expands your field of view across the tree of life and enables you to find trends in longevity data.

I was the project lead and primary developer on this project.

Apps & Software

VIE Sports – http://itunes.apple.com/us/app/vie-sports/id502147014?mt=8   *May 2012*
objective-c, ruby-on-rails, rspec

Compete against your friends virtually, using your own real-life stats and scores.

I developed new functionality for the website to match existing functionality on the iPhone app. I also helped create the APIs for some of the major features on the iPhone app.

Others

Editor for UDK Game Development – Published   *Jan 2014*
unreal-development-kit

I edited the UDK Game Development video course for Packt Publishing.

Readings

The Visual Display of Quantitative Information – Edward R. Tufte – http://www.amazon.com/Visual-Display-Quantitative-Information/dp/0961392142

Beautiful Evidence – Edward R. Tufte – http://www.amazon.com/Beautiful-Evidence-Edward-R-Tufte/dp/0961392177

Programming Phoenix: Productive |> Reliable |> Fast – Chris McCord, Bruce Tate, Jose Valim – http://www.amazon.com/Programming-Phoenix-Productive-Reliable-Fast/dp/1680501453

Programming Elixir 1.2: Functional |> Concurrent |> Pragmatic |> Fun – Dave Thomas – http://www.amazon.com/Programming-Elixir-1-2-Functional-Concurrent/dp/1680501666

The Little Elixir & OTP Guidebook – Benjamin Tan Wei Hao – http://www.amazon.com/Little-Elixir-OTP-Guidebook/dp/1633430111

Metaprogramming Elixir: Write Less Code, Get More Done (and Have Fun!) – Chris McCord – http://www.amazon.com/Metaprogramming-Elixir-Write-Less-Code/dp/1680500414

Tools

First Computer: IBM 486 PC with a 350MB HDD! I thought I'd never fill that space.
Favorite Editor: Atom. Still handy in vim on any given server.