

Seth W. Klein

I am a generalist with experience in front and back-end development, documentation, open source, community management, and support, and DevOps.

Projects

KindlyOps

February 2016-October 2016: CircleCI, Python, Node, Gulp, Cordova, fastlane, XCode, Docker, AWS, EC2, ASG, ELB, CloudFront, CloudFormation, CodeDeploy, RDS (MySQL, Postgres,) CloudWatch, Datadog, DNS, Route 53, CloudFlare, Unix shell, Go, Elixir, Chef, Packer, Vagrant, Ubuntu, documentation.

KindlyOps was a DevOps consultancy where I worked on a couple notable customer projects.

Set up continuous delivery for a Python API, Gulp and React based website, and enterprise ad-hoc signed iOS app built by wrapping the website using Cordova.

Maintained lightly used infrastructure consisting of roughly 150 instances in AWS. Created infrastructure using CloudFormation and a thin layer of shell scripting. Built custom AMI's using Packer and Chef.

Yarn Infrastructure

June 2016-Ongoing: AWS OpsWorks, Chef, EC2, ELB, ALB, DNS, Route 53, Docker, AWS ECS, CloudWatch, Unix shell, JavaScript, Node, NPM, SVG, documentation.

This is paid work on the side for a friend's startup migrating a small infrastructure from Chef 11 based OpsWorks to Docker in ECS. The work is turning out to include optimizing server side JavaScript and improving generated SVG images. Expected performance improvement is in excess of three orders of magnitude which is very satisfying.

Trixel

April 2015-December 2015: JavaScript, Node, NPM, Hapi, AWS OpsWorks, Polymer 0.5, HTML, HTML 5, CSS, Gulp, Cordova (Phonegap), iOS, Xcode, Apple App Store, Google Play Store, documentation.

Adapted Trixel.io for Cordova, used Gulp to automate build processes, implemented JWT support in Trixel. This was a long term contract that ended when the startup entered a time of lower funding.

Funny Bot

2015: Go (language), Parse (database as a service), backend development, JavaScript, Google Play Store, Apple App Store, working remote, Heroku.

Designed data model and security for video related mobile app. Wrote back end and database related code in Go and JavaScript.

heyitsamp.com

2014-Ongoing: HTML, HTML 5, CSS, JavaScript, responsive design, SVG, working remote, Heroku.

Handled the HTML, CSS, and JavaScript for a responsive custom web design, including animation system.

Tap Out

2014-Ongoing: Unity, C#, user experience (UX), working remote, PhoneGap / Cordova, HTML, CSS, JavaScript, Google Play Store.

Tap Out is an Android app on the Google Play Store. I recognized fun in an unexpected place and, working with an artist, released it. There have been three versions, the first two under another name. The first used Cordova. The second was feature identical, but used Unity and C#. I released it in a week with no prior experience with Unity or C#. The third version was the result of a UX push that brought the new user experience from bewildering to 30 seconds.

LFS FAQ

2001-2003: documentation, open source, XML, community management, Unix/Linux.

Wrote and edited entries for the LFS FAQ which consisted of over 75 entries in 70KB of DocBook XML source. Accepted contributions from community members. Posted pointers to FAQ entries, helping new community members while steering them toward habits that would not overload the mailing list. My simple and consistent style was picked up by other community members, distributing the work load naturally.

Webhosters.com / Jardec Inc.

1999-2000: HTML, Perl, Mason, MySQL, working remote.

Implemented an advanced search feature for Webhosters.com that received industry recognition.

OpenCube

1999: Java (applets), documentation, technical support.

Implemented two Java applets (a pixel perfect clone of the Windows tree control and one that today we would call a carousel), wrote documentation preferred by management for its simple and precise style, provided phone and email based technical support to customers.

Employment History

Freelance

Software Engineer. August 2013-Ongoing. See Tap Out, heyitsamp.com, Funny Bot, Trixel, and Yarn Infrastructure above.

KindlyOps

Operations Engineer. February 2016-October 2016. See above.

Hannaford

Fish Cutter. April 2013-September 2014. Retail, seafood.

Bangor Hardware

Sales. 2004-2013. Retail, hardware, cashiering.

G. Drake Masonry

Mason's Tender. 2000-2002. Construction.

Webhosters.com

Programmer. 1999-2000. See above.

OpenCube

Programmer. January 1999-June 1999. See above.