

Luke Olbrish

Portland, OR | (415)490-6641 | lolbrish@gmail.com

Career Summary

A versatile software engineer with 8 years of experience in infrastructure, backends, and automation with an additional decade of experience in general software engineering. Expertise in resolving complex problems during high-pressure incidents as well as implementing process to reduce risk in the future. Broad experience with technology and debugging who enjoys working with internal code and leveraging open source and vendor technologies.

Experience

Principal Software Engineer – Zynga

2018 – 2023

Zynga Kubernetes Team

- Leading the direction of CI/CD and gitops-oriented work to create systems that allow for multiple, concurrent changes from many engineers with automation to quickly detect issues.
- Automation and validation tooling in golang. Developing automation that was used to manage routine tasks and to detect application issues across hundreds of nodes and thousands of pods.
- Infrastructure and DevOps work with Terraform, Helm, containers, Jenkins, Ansible, and Packer.
- Creating, upgrading, and administering Kubernetes clusters and a wide array of applications running as services to cluster tenants. Deploying and tuning many CNCF and similar projects.
- Providing monitoring and alerting for cluster infrastructure and tenant applications using tools such as Datadog, PagerDuty, and Splunk. Working with SRE to playbook solutions to reduce escalations.
- Helping customers deploy and debug their applications onto Kubernetes and AWS. Transferring knowledge to others on how to migrate and use the technology.
- Handling escalated incidents and providing response to live issues. For example, analyzing network traffic or tracking issues upstream into open-source projects.
- Architecting solutions to reduce future risk such as pushing for changes to manage DNS better and changes to reduce release mistakes by removing manual steps.

Zynga Poker

- Detecting and debugging issues in the Java and PHP backends, sometimes quickly making decisions to recover the backend from failure as uptime is extremely important.
- Successfully deploying and tuning systems to avoid cascading failures such that most errors, including database failures, would auto-recover without intervention.
- Tuning infrastructure to get more throughput from fewer resources, resulting in significant savings and increased stability.
- Using Terraform and Puppet to manage all AWS resources for a complex backend.
- Creating server images and containers for the games and services. Containers were deployed using ECS.
- Developing Jenkins pipelines and managing Jenkins infrastructure to run needed deployment and maintenance jobs.
- Fixing release issues in both code and configuration to get important releases live as soon as possible.

- Senior Software and DevOps Engineer – Comcast (Though Populus)** 2016 – 2018
- Provisioning highly available Mesos clusters and containerizing services for Mesos.
 - Developing solutions with Mesos and Consul to handle discovery and health-checking. Designing health-checks to detect issues and restart applications automatically as needed.
 - Scaling work to refactor applications to increase throughput. Rewriting Python applications to add threading and making the apps more capable of using the Mesos and Kafka technologies available.
 - Managing Spark clusters and developing Spark streaming consumers in Java and Scala.
- Independent Consultant and Developer** 2011 – 2016
- Developing APIs and backends for mobile applications using Java with Vert.x and Django with Python.
 - Developing website frontends using JavaScript and HTML.
 - Managing large, multi-server infrastructures. Reducing costs by restructuring infrastructure to more efficient AWS configurations and refactoring the software to be more efficient.
 - Reworking the release and development workflow of multiple organizations to use configuration management and more agile release processes.
 - Developing client applications to interface with custom hardware. C/C#/Objective-C were used to develop both Windows and OSX clients to custom USB devices.
- Senior Software Engineer – hi5 Networks** 2010 – 2011
- Developing APIs in Java for games to run in hi5's social network. The API was interface-compatible with Facebook's gaming API to allow developers to more easily port their games to the platform.
 - Helping game developers to troubleshoot problems with their games, processing analytics data using Hadoop and Hive, and providing web interfaces for game developers to view usage data.
- Senior Software Engineer – Glu Games** 2007 – 2010
- Porting games across many J2ME and Android phones.
 - Developing process improvements to minimize the custom builds needed and developing process improvements to reduce toil for the team.
 - Developing with ActionScript, JavaScript, and PHP to launch Facebook games from Glu's licensed IP.
- Technical Consultant – EPI-USE America** 2003 – 2006
- Developing internal tooling using J2EE with JBoss.
 - Technical consulting and customizing of applications for SAP. Java and ABAP were used to customize SAP applications for EPI-USE's many corporate and government clients.
- Intern for the iPAQ Engineering Team – Compaq** 2 Summers
- Testing and debugging device drivers in C.
 - Writing tools to analyze battery wear of mobile devices in Embedded Visual C++.
- Teaching Assistant – Georgia Tech** 3 Years
- Helping students by teaching recitations, holding office-hours, administering tests, and grading. The classes were Object-oriented programming in Java and Languages and Translation in C.
 - Developing class projects and quiz questions.
 - Writing Java applications that could test and provide instant feedback to students.

Education

Masters in Computer Science – Georgia Tech
Bachelors in Computer Science - Georgia Tech

Specializations: Intelligent Systems, Languages
Specialization: Systems, Minor: Intelligent Systems, Theory