Kevin Smith

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Summary

I'm a seasoned developer, trainer, public speaker, and technical manager with over 20 years of experience spanning a variety of industries and problem domains.

I subscribe to the servant leadership philosophy and care deeply about creating environments where teams can thrive and achieve their full potential.

Employment

Manager, Real Time Bidding

Adroll   San Francisco, CA (Remote)
May 2017 - Present
My team is responsible for the real-time bidding systems Adroll uses to participate in over a dozen ad exchanges globally. We handle billions of transactions per day in the US, Europe, and Asia. My team follows the "devops" model handling both feature engineering tasks and 24/7 on-call support. Since joining Adroll I've been mainly focused on rebuilding the team and modernizing engineering practices. Notable accomplishments include:

- Designed & implemented a small data warehouse to support BI-style analytics on our $500k/month AWS budget
- Rolled out a new fully automated deployment pipeline which reduced deploy times by 50%
- Improved team morale and momentum by rebooting agile practices and starting a professional book club
- Grew team from 3 to 6 engineers
- Helped bootstrap an internal mentoring program

Co-Founder & CTO

Operable   Durham, NC
February 2015 - March 2017
I was responsible for the technical design and implementation of Cog, our cutting edge chatops platform. Cog introduced several chatops innovations such as a rule-based authorization system and a POSIX-like pipe operator. Cog also featured a novel custom Docker integration written in Go which allowed us to use Docker images and containers as a package manager.

Consultant

Alert Logic   Houston, TX (Remote)
July 2014 - January 2015
I used my technical and management background to help the company improve their engineering practices and automation. My biggest achievement was the delivery of a prototype CI/CD system using Jenkins, Packer, and Cloud Formation.

Infrastructure Team Lead

Planet Labs San Francisco, CA (Remote)
January 2014 - July 2014
I was responsible for the stability and availability of the internal compute grid, storage systems, and externally facing sites. I initiated and led several major projects such as modernizing operations procedures, deployed the company's first continuous delivery pipeline, and helped define company-wide distributed team working practices. Shortly after joining I advised the leadership team on management structures during a critical company restructuring.

VP of Engineering

Opscode (Chef)   Seattle, WA (Remote)
July 2013 - January 2014
In this role I was responsible for all core product engineering efforts, definition and maintenance of product roadmap, and major account outreach. In this role I grew the department to over 30 engineers and implemented a new org structure based around technical team leads and formed our first dedicated UX team. During this time we also shipped a major Chef release and Opcode's first add-on products.

Director of Engineering

Opscode (Chef)   Seattle, WA (Remote)
June 2011- January 2013
I was responsible for all server-side development on Chef, Opscode's configuration management & automation product. I grew my team over 300%, rebooted & streamlined internal development processes, shipped a ground-up rewrite of the Chef Server with market-leading performance and scalability, and managed the implementation of critical upgrades for Hosted Chef. I was able to achieve these goals while simultaneously keeping attrition low and establishing a high performance distributed team culture. I also helped launch ChefConf and co-created & taught the first "Chef for Developers" training class.

Senior Engineer, Routing Team

Heroku   San Francisco, CA (Remote)
January 2011 - April 2011
I was a member of the Routing Team where I helped maintain and operate the HTTP request routing backbone for Heroku's PaaS. The routing system was implemented using Erlang, RabbitMQ and redis and handled 100's req/sec.

Query Engine Team Lead

Basho Technologies   Boston MA (Remote)
January 2010 - December 2011
I was a member of the engineering team responsible for the Riak, the distributed fault-tolerant database. I wrote the Javascript integration layer and lead the team responsible for all aspects of Riak's MapReduce engine.

Founder

Hypothetical Labs. Raleigh NC
February 2009 - December 2010
Hypothetical Labs was a consultancy focused on helping my clients adopt and use Erlang successfully. I worked with large corporations such as Chrysler and EA as well as small start up firms. I taught numerous Erlang courses across the country and spoke frequently about Erlang and concurrency related topics in the US and Europe.

Technologies

Languages   Elixir, Erlang, Go, Python, C, C++, Rust

Cloud Technologies   Most of the AWS stack including EC2, ELB, ECS, Lambda, Kinesis, S3, and DynamoDB

Operating Systems   Linux, FreeBSD, OpenBSD

Public Speaking

Modern Shrink-wrap Software	*Monkigras 2017*	*January 2017*
Open Source ChatOps	*NYC Linux User Group*	*August 2016*
Building Real World REST APIs with Erlang	*Erlang Factory Lite*	*September 2012*