

# JOHN M. REESE

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[github.com/jreese](https://github.com/jreese)

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## Education

- **Rochester Institute of Technology** — Rochester, NY  
*Bachelor of Science, Software Engineering: 2004 – 2009*
  - Concentrations in Game Development and Political Science
  - Developed two video games as part of a six student team, using C# and Xna for the core game engine components and Lua for scripting and entity prototyping. Implemented rendering, physics, audio, input, and Lua integration for various portions of each project. Created art assets, including sprites, models, and sound effects for both projects.
  - Worked with a five student team on a six month senior capstone project to design and develop an application sponsored by the Kate Gleason College of Engineering. Built upon an existing framework written in PHP, and utilized jQuery and AJAX to create dynamic user interaction.

## Experience

- **Facebook** — Menlo Park, CA  
*Production Engineer: June 2012 – Present*
  - Worked on Everstore, the blob storage team, responsible for backend storage systems serving user photos and videos, ads, and similar internal and external content.
  - Designed and developed wholistic monitoring system for all components in the service stack, including hot and warm storage fleets, to ensure integrity, durability, and availability of data.
  - Implemented hardware upgrade orchestration and workflows on existing frameworks with knowledge of stateful service and data layout, enabling kernel and OS upgrades to be automated without affecting availability of potentially under-replicated data.
  - Planned and executed large scale hardware turnover across multiple regions, involving mass migration of data without compromising durability. Coordinated with site operations technicians to schedule rolling hardware replacements and automate processes for draining and turning up servers.
  - Performed day-to-day operational tasks on the storage fleet, responding to failures in hardware, software, or automation systems, and improve monitoring, alarming, and remediations wherever possible.
  - Assisted new Production Engineers in learning Facebook infrastructure and culture, both inside and outside of my team. Give presentations to new team members on critical Everstore services and operational tools.
- **BioWare, Electronic Arts** — San Mateo, CA  
*Software Engineer II: October 2011 – May 2012*
  - Developed server management and deployment web application with modular framework for administering a large number of virtualized servers running on Amazon Web Services, as well as managing AWS accounts, services, and resources. Implemented using Python, Flask, and jQuery.
  - Automated end-to-end deployment of application server stacks using the above framework combined with continuous integration and testing software.

## Experience (continued)

- **CBTS, General Electric** — Cincinnati, OH  
*Software Engineer: May 2010 – October 2011*
  - Developed large scale, parallel aggregation and analysis of network traffic, with a user interface for monitoring, alerts and administration. Implemented using Python and MongoDB.
  - Designed, implemented, and deployed web-based data repository for use by internal GE security engineers and exports to data analysis tools. Implemented using PHP, jQuery/UI, and MySQL.
- **Redcom Laboratories, Inc.** — Victor, NY  
*Software Engineer: June 2006 – December 2009*
  - Worked directly with the open source Mantis Bug Tracker team to implement a plugin system, add new features, fix bugs, and create development tools using PHP, Python, jQuery, and MySQL.
  - Designed and implemented multiple open source and proprietary plugins for MantisBT to integrate with in-house applications written in PHP, Perl and C.
  - Developed and maintained internal web applications and developer tools.

## Open Source

- **ZNC Push**
  - Created push notification module for IRC chat using C++ and multiple push notification services.
  - Manage small community of contributors, pull requests, and bug reports.
- **ZNC IRC bouncer, Communi IRC client**
  - Contribute small bug fixes and feature requests from both myself and the community.
  - Assist users with questions in community channel, and participate in developer discussions.
- **Github Projects**
  - Building an IRC client, using Electron, ReactJS, and Node.js, focused on simplicity, elegance of design, and power-friendly features that works on all desktop platforms.
  - Implement simple plugins for Zsh, including contextual window titles and community themes.
  - Created static site generator with content pipeline for personal website in Python.
- **Mantis Bug Tracker**
  - Coordinated, built, tested, and announced new releases.
  - Developed multiple plugins, including a source control integration framework with support for Git and Subversion repositories, time estimation and reporting system for projects, global and project announcements, and web analytics support for Google and Piwik.