seandougnelson.com
Salt Lake City, UT

SEAN D. NELSON

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EMPLOYMENT

Staff Software Engineer Dexcom June 2019 – Present
- Maintains Dexcom Clarity web applications, primarily focused on devops and the back-end
- Led the following migration projects:
  - Data stores: from team-managed PostgreSQL to Google CloudSQL
  - Kubernetes deployment pipeline: from custom Ruby tooling to Harness, then to Argo CD
  - Monitoring/alerting: from Sumo Logic to Splunk
  - Secrets management: from Git Secrets to External Secrets Operator
- Assisted with the following migration projects:
  - Continuous integration: from Bamboo to Github Actions
  - Monitoring/alerting: from Splunk to Datadog
- Spearheaded the development of a Clarity service which automates data privacy requests

Software Engineer FLEX Credit Union Technology Oct 2015 – Sep 2018
- Built internal web application to deploy Docker services to remote credit union servers
- Assisted with migration from OSGi to Spring/Docker RESTful microservices
- Created tools to manage remote logs and handle service discovery
- Developed processes to control application builds, versioning, and releases

IT Specialist International PaperBox Apr 2012 – Sep 2015
- Maintained front-end of internal web application used to fulfill orders and manage employees
- Improved web application security by implementing an access control list
- Installed and configured computer hardware/software, networks, printers, and scanners

EDUCATION

Salt Lake City, UT University of Utah Jan 2012 – Apr 2017
- Bachelor of Science in Computer Science with Emphasis in Entertainment Arts and Engineering
- Coursework: Operating Systems; Computer Systems; Databases; Algorithms; Models of Computation; Software Practice; Data Structures; Game Development; Artificial Intelligence

PERSONAL PROJECTS

Andynelson.io (2024)
- A responsive website created to showcase a graphic designer's UX/UI expertise
- Built using SvelteKit, encrypted with SWAG, and running in Docker on a DigitalOcean droplet

Ritmo (2014-2015)
- A rhythm/platformer video game, developed as a capstone project
- Built with C# and the Unity game engine, available on Game Jolt

LANGUAGES AND TECHNOLOGIES

Proficient
- Bash; Ruby; PostgreSQL; Java
- Google Cloud Platform; Kubernetes; Helm; Docker; Argo CD; Github Actions; Crossplane

Intermediate
- Node.js; Fastify; TypeScript; Rails; C#
- Harness; AWS; Nginx; Bamboo; Unity