

Roger Steve Ruiz

Staff software engineer with over 13 years of experience with software development, infrastructure, & continuous delivery while working remotely for almost as long. Contributor to & creator of various open source

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SKILLS

NodeJS ●●●●●
React ●●●●●

Web Accessibility ●●●●●
Python ●●●●●

Leadership ●●●●●
Go ●●●●●

- Operating Systems, e.g. Arch, Ubuntu, NixOS, macOS
- DevOps & Cloud Infrastructure, e.g. AWS, CloudFoundry, CI/CD, Docker
- Package Managers, e.g. Nixpackages, HomeBrew, Pacman
- SDLC, e.g. Playwright, Cypress, Jest, Docusaurus
- Configuration & API, e.g. Open API,
- Languages, e.g. TypeScript, Ruby, Rust, Lua, PHP, SQL, JQL, CSS

WORK EXPERIENCE

Skylight

Staff Software Engineer

March 2024 - Present

- Embedded software generalist contractor working alongside the CDC
- Collaborating on a cross-functional team composed of researchers, designers, managers, application engineers, & data engineers
- Architected project documentation encompassing software architecture, decisions, run books, guides, and documentation in a centralized private hub
- Build automation pipelines and shared ergonomics around developer experience for common and vital operations and maintenance in both macOS and Windows environments
- Facilitating collaborations across platforms & teams
- Developing a cross-functional playbook for internal best practices & operational boundaries

TrussWorks

Staff Software Engineer

Jun 2021 - Sep 2023

- Lead cross-functional teams of application engineers & infrastructure engineers through numerous client-facing feature work
- Architected project & company wide documentation portals
- Lead various weekly & monthly meetings around topics of mentorship, front-end, back-end, & Linux with attendance of 10 or more colleagues
- Drafted & completed ADRs for various process & technical improvements across projects & engineering organization

HashiCorp

Senior Software Engineer

Mar 2019 - Apr 2021

- Contributed to the architecture & system design for Terraform Enterprise
- Documented custom air-gapped installation process
- Collaborated with customer support engineers to improve team's feedback loop
- Improved developer on-boarding & increased team size by 50%

TTS / cloud.gov

Site Reliability Engineer

Mar 2016 - Mar 2019

- Built, maintained, & operated a PaaS with Cloud Foundry
- Managed team of 8 engineers across different specializations
- Designed & published compliance diagrams for FedRamp JAB Authorization
- Lead training & workshops demonstrating cloud.gov features to facilitate broader adoption across US federal agencies
- Participated in on-call rotation & incident response training

General Services Administration / 18F

Innovation Specialist / Facilitator

Nov 2015 - Mar 2019

- Bootstrapped & maintained various open-source projects
- Architected release process & trained engineers on how maintain & operate the release process going forward
- Delivered ATO for Tock, the 18F internal time-keeping SaaS written in Django
- Managed & grew four engineers from junior to mid-levelAlexander Interactive (Ai) Engineer Contractor Jul 2015 - Sep 2015
- Prioritized trade-offs to ensure on-time delivery under tight deadlines
- Refactored inherited-codebase to be composable & improve software delivery timeline
- Integrated a shared design system across client projects to ensure good project transitions

CO+LAB Digital

JavaScript Engineer

Feb 2015 - Aug 2015

- Improved developer workflows to increase project delivery by 110%
- Mentored developers in modern software development lifecycle
- Created blueprints & patterns for common offerings across products
- Architected self-documenting practices using automated tooling with JSDoc

Condé Nast Entertainment

Senior Software Engineer

Nov 2013 - Feb 2015

- Architected an EmberJS application for the launch of The Scene
- Managed multiple Ruby on Rails backends
- Built tooling for keeping internal libraries up-to-date to improve developer experience & team velocity
- Documented changelogs to ensure quarterly software upgrades
- Helped create customizable Vagrant boxes to facilitate developer environments across the team

Rokkan

Front-End Engineer

Jun 2011 - Nov 2013

- Built & maintained internal libraries, templates, & documentation high-profile clients
- Lead the transition from SVN to Git to improve developer experience
- Architected component & design system to be used across clients
- Trained & mentored developers in Linux tools & automation
- Trained & mentored server-side developers in client-side development

PROJECT

Tick

Summer 2017

- A time-keeping CLI tool written in Rust using SQLite

Scuttle

Fall 2016

- A static-site generator for Mermaid diagrams themed using the US Web Design System

Catpuccin Maintainer

Fall 2022

- Themes for The Archive utilizing the Catppuccin color palette
- Tmux theme utilizing the Catppuccin color palette and Tmux 3.2 support
- Various other contributions

React USWDS

Spring 2022

- USWDS 3.0 components built in React
- Maintained repository on a cadence with other maintainers
- Developed documentation for outside contributions
- Documented decisions & communications to the wider community around user-focused features

EDUCATION

Nassau Community College

Associates of Applied Science (AAS) Commercial Arts - 4.0 GPA - 4.0 GPA

May 2009

- Photo editor for the Vignette student newspaper
- Member of various clubs including, student orientation, art, graphic design, & communications