

JOSHUA PAGAN

SOFTWARE ENGINEER
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CONTACT

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<https://rosetta.systems>

EDUCATION

Codesmith | New York City
Engineering Bootcamp 2020

University of North Carolina
Bachelor Fine Arts Drama 2017

CERTIFICATION

Red Hat Certified
System Administrator

Certified 2021 on RHEL 8

TECHNICAL SKILL

Experienced:

Golang	Node.js/Express
Docker	Kubernetes
Ansible	Bash
Nginx	Systemd
RHEL 7/8	Fedora
SELinux	Firewalld

Javascript	React
Typescript	Webpack
Tailwind CSS	HTML
CSS	SVG

Jira	Agile
Scrum	Kanban
Git	GitHub

Knowledgeable:

Redux	C++
GraphQL	Jest
MongoDB	Supertest

INTERESTS

Camping/Hiking
D&D
Acoustic Guitar
Independent Music/Cinema

EXPERIENCE

Software Engineer | Rosetta Systems

August 2020 - Present

Tooling & Operations | Internal tools and services

- Designed and implemented *rosetta-server*, a system controller API server in Go for interactive use by an operator or integration into automated system event workflows
- Scaffolded CI/CD pipeline which uses GitHub Actions to build, deploy, and register deployment events with the *rosetta-server* to run corresponding Ansible playbooks for an automated deployment cycle of < 1min from PR
- Spearheaded a system-wide Kubernetes graduation initiative
- Developed images for container driven operations with a focus on small builds for easy testing and deployment
- Implemented container development environments for preset workflows with optional X11 passthrough

Infrastructure & System Administration

- Composed Ansible playbooks which configure all aspects of the system, handle deployment events, and everything below
- Established a local image registry service which automatically updates itself with code that successfully builds from source
- Configured Nginx reverse-proxies which delegates ingresses
- Customized the SELinux policies on Fedora and RedHat systems to establish more acute mandatory access control
- Hardened security layering with Firewalld and Fail2ban to detect and protect against inappropriate or unknown access into and out of the system

HTTP & Webapps | Webservers & Browser Applications

- Designed Golang webserver which aims to be efficient, intuitive, maintainable, and testable
- Decreased site latency by indexing site content into dynamic templating map
- Designed and implemented a UML map of the system architecture with React
- Built messaging logic for internal Slack-like team based messaging app in React, Typescript, Express / Node.js, and TailwindCSS
- Customized Webpack development and production bundles complete with dev-server with hot-reload functionality for a complete development environment

PROJECTS & OPEN SOURCE

PostQL | GraphQL Performance Testing and Metrics Monitor (archived)

- Acted as Scrum Master for a team of developers on the project, using Jira to manage Scrum board and Sprint planning
- Evaluated progress and provided support across a stack consisting of Node.js, Typescript, GraphQL, React, Redux, and MongoDB