

Steven Bielik

Expert Systems Engineer

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EXPERIENCE

Clover Network *Service Reliability/Infrastructure Engineer*

August 2019 - PRESENT

- Migrating services to GCP's Compute Cloud using Terraform, Puppet, and Gitlab's Pipeline for deployment management.
- Migrating one-off applications to Google Cloud Functions using Terraform.
- Uncovering and remediating latent bugs and issues with pipelines.
- Performing peer code reviews for commits in Ruby, Python, and bash.

Quotient Technology *Principal Software Engineer*

March 2011 - January 2019

- Lead the development and architecture of a completely rebuilt flagship product **coupons.com**, contributing to a successful IPO in 2014.
- Supervised 12 engineers across 4 teams within the front-end, back-end, and infrastructure departments, ensuring consistent vision and best practices.
- Increased page-load speed and performance of the site from 10s to 1s using various caching and testing techniques (APC, memcache, varnish, ab, jMeter).
- Oversaw architecture of WordPress as an internal CMS for Coupons.com, and integration with OKTA for customer-facing blog and corporate sites.
- Suggested and measured the efficacy of SEO optimizations, ensuring site functionality and readability for robots and humans, alike.
- Go-to knowledge resource and technological coordinator for various departments, including Platform, Site Reliability, Operations, Release Engineering, Product, and Marketing.
- Trained and Supervised engineers and NOC personnel in Bangalore, India.

Yahoo! *Senior Software and Security Engineer*

October 2007 - Feb 2011

- Lead engineering for Emerging Markets Sports, World Cup, and Global Sports.
- Designed and built an editorial content-driven soccer site using many technologies, including HTML, JavaScript, PHP, APIs and REST web services.
- Scaled application to serve over 1 million active users per day, with peaks of over 100 requests per second using various caching techniques.
- Internationalized and localized for 6 different countries, using a common code-base which saved on maintenance costs and developer time.
- Improved efficiency for the editorial department by enabling editors from 13 different countries to simultaneously program content across 21 sites, and enabling those with multiple sites per region to schedule once and override.

Programming Languages

PHP, Perl, JavaScript, ..., Pascal, COBOL, Fortran, Lisp, Bash

Infrastructure

Apache (Rewrite, Proxy, Load Balancing)

Linux Kernel Tuning

Nginx

Memcache

Varnish

Redis

NetScaler

Puppet

Databases

MySQL, MSSQL, MariaDB

TSDB

Redis, Mongo, Casandra

Cloud Architecture

Docker, Kubernetes, Terraform, AWS, GCP CDN, WAF

AWARDS

Yahoo! Odyssey Award for outstanding achievement (2008)

Coupons.com 1st Hack-Day winner for popular, and best invention (2012)

OroLatina LLC *Ecommerce Architect/Developer/Co-Founder*

March 2005 - September 2007

- Designed and developed a PCI-compliant e-commerce platform and admin systems using PHP, Perl, Apache, and MySQL on Linux.
- Minimized maintenance costs by sharing resources between different sites.
- Integrated a custom cart with various third-party providers, including FedEx and Authorize.Net for shipping and credit card processing.
- Responsible for system administration and high-availability of the application and services.
- Virtualized all of the services on-to AWS Cloud to save over \$6,000/year.

Visual Media/Pluginz.com *Architect/Developer/CTO/Co-Founder*

March 2002 - March 2005

- Designed and developed an e-commerce marketplace, with 5 verticals, for the sale and purchase of digital tools and plugins for and by digital artists.
- Reached thousands of users across disciplines, including a partnership with Adobe, where they cross-promoted to their developers and artists.
- Managed development and launch of LicenseBank (content delivery system) and its administrative back-end for sellers of digital content and products.
- Built custom payment processing which allowed sign-ups, recurring subscription billing, and a reporting dashboard for sellers.
- Hired and trained 3 engineers and sourced third-party developers for the system administration, maintenance, and platform support.

CBS SportsLine *System Reliability/DevOps Engineer*

June 2003 - November 2004

- Created and maintained Perl and Shell scripts for the administration and deployment of over 1,000 servers, reducing overhead and cost.
- System administrator for RedHat system using Kickstart deployment, CFEngine, and Net-Backup tools. Also maintained the tape-backup robot. :-)
- Mentored and lead a team of the sys-admin engineers.
- Created an internal HR system NOC checklist (HVAC, APU, and Server Status) using Perl, allowing for better metrics, cost-savings, and failure prevention.
- Re-engineered the company's Intranet using Mambo and a custom nightly export from a GreatPlains (MS SQL Server) db into MySQL, to display employee contact, location, and birthday information, as well as a team event calendar.

EDUCATION

State University of New York at Albany

Bachelor of Science Degree in Computer Science and Applied Mathematics

Minor in Business Administration

Teacher's Assistant for CS and MSI 200-level courses, with over 30 students.

SPEAKING

Guest speaker for Albany Business Computing Association speaking on an introduction to JavaScript.

ABOUT ME

I started learning to program first using LogoWriter and then BASICA around age 13, and ran out of line numbers.

In high school, I programmed batch menus in MSDOS for lawyers and accountants, and interned during the summer of my senior year with Cantor Fitzgerald, porting a vt320 emulator from OS/2 to Windows32.

I tested out of Pascal class in Sophomore year, so I was in the computer lab, where I first connected to a computer at another SUNY university via telnet.

From there, I learned all about the unix shell, the kernel and even compiled my own versions of Slackware, Yggdrasil, and SELinux.

Thanks for reading. :-)