ANDY HORNER

SOFTWARE ENGINEER

DEVELOPER ADVOCATE

PROBLEM SOLVER

CONTACT

567-674-6024

RECRUITING@HORNER.CODES

RECORDINGS OF PAST PRESENTATIONS AVAILABLE UPON REQUEST

CODE SAMPLES AND OPEN SOURCE CONTRIBUTIONS CAN BE FOUND AT

ANDY.HORNER.CODES

EXPERIENCE

SENIOR SOFTWARE ENGINEER
NEW RELIC | JUNE 2020 - PRESENT

- Developed backend Java and Kotlin applications in the Alerting organization
- Separated and migrated a large Java monolith to multiple Kotlin microservices
- Advocated for improving quality and resiliency of services, focusing on speed, instrumentation and monitoring, and descriptive errors
- Lead several large-scale migrations of customer data to new cloud-based systems which facilitated new features, improved reliability, and decreased support requests
- Evangelized architecture best practices throughout the organization

SENIOR SOFTWARE ENGINEER
USA TODAY NETWORK | JUNE 2015 - JUNE 2020

- Founding member and contributor to the Content API - A GraphQL interface built with Golang that powers the USA TODAY Network
- Implemented Elasticsearch indexing and querying which drives the entirety of the USA TODAY Network's site search and CMS
- Developed a custom adapter to expose Elasticsearch aggregations via GraphQL
- Monitored self-hosted Elasticsearch clusters performance while tuning cluster resources and optimizing horizontal and vertical scaling
- Saved significant developer time by reducing CI/CD build duration while increasing test coverage with a comprehensive Jenkins pipeline
- Designed and developed an Android news platform using modular techniques to enable building a new full-featured application within hours from config files
- Created an automated deployment process for building, testing, and publishing 58 Android applications to the Google Play Store

SOFTWARE ENGINEER CONSULTANT
OCTOBER 2014 - PRESENT

- Implemented a Traveling Salesman Problem solution to efficiently route contractors between job sites, saving time and money, and improving quality
- Designed, developed, and maintained full-stack applications for managing job intake, validation, and normalization, as well as contractor assignment, and report generation
- Improved business efficiency, accuracy, and cost savings by automating daily tasks

EDUCATION

BACHELOR OF SCIENCE, COMPUTER SCIENCE
BOWLING GREEN STATE UNIVERSITY | 2011 - 2015

TECHNICAL SKILLS

- Distributed systems
- GCP/AWS cloud providers
- Golang development
- Node.js/React.js
- Java/Kotlin Android development
- Terraform
- Jenkins CI/CD and Groovy
- Test automation
- App performance monitoring
- Docker/Kubernetes/Helm

PERSONAL PROJECTS

IOT DEADBOLT LOCK

- Designed, 3D modeled, and 3D printed a deadbolt mount powered by an ESP32 microcontroller and a servo to automate door locks
- Developed a C++ firmware for controlling the lock via Wi-Fi with future plans for Bluetooth Low Energy proximity support via smartphone