

ANTHONY A. ROBINSON

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SUMMARY OF QUALIFICATIONS

Experienced Software Build/Release Engineer/Configuration Manager/DevOps Engineer with in-depth skills and knowledge of building and shipping a wide range of software products.

WORK EXPERIENCE

1/2017 – Present **Garden City Group (via AIM Consulting)** Seattle, WA

Build and Release Engineer

Participate in the selection and design of new Git-based development/test, build/release/deploy workflows for a new product. Participate in the evaluation of DevOps tools (VSTS, Atlassian suite, package creation/hosting, Azure, etc.) to support same. Train existing dev/test in the new toolset (Git, GitFlow, Nuget, VS2017, etc.).

Maintain and improve the existing TFS-based enterprise application's (Claims Processing) builds and branch maintenance. Write and implement procedures for feature branch maintenance and automate merges to mainline. Create and maintain deployment processes and procedures for bi-weekly deployments.

10/2016 – 12/2016 **Intentional Software** Bellevue, WA

Senior Build Engineer

Participate in the development of a platform for a new generation of team productivity apps product in a Jenkins 1.6/2.0, SVN/git and TFS (bug tracking, work items) environment. Created auto-deployment scripts to auto-connect OpenStack/BlueBox cloud VMs to Jenkins upon deployment.

3/2015 – 9/2016 **FTI Consulting / Technology Division** Seattle, WA

Senior Build Engineer

Supported the division's Ringtail e-discovery product builds in a CI/CD environment. Managed and administered the division's Visual Studio TFS 2015 instance. Created automated processes to calculate and publish code coverage metrics using JetBrains' dotCover and SQLCC. Participated in the design and implementation of a division-wide "dashboard", reporting build status, infrastructure and code coverage metrics using Elasticsearch and Kibana. Automated build-related tasks (reporting, monitoring, queuing, text messaging team members on broken or overdue builds, etc.) using PowerShell, MSBuild and the TFS API.

1/2011 – 2/2015 **Microsoft / Xbox Division** Redmond, WA

Build Engineer

Supported the division's console and services product builds. Managed and administered the division's BuildTracker build scheduling and build resource management harness. Designed, configured and installed virtual machine Visual Studio TFS Build Controller/Agent environments to support TFS-based customer builds. Source code control systems used include Microsoft's version of Perforce (Source Depot) and Visual Studio's TFS. Created automated processes to create, modify and deploy virtual machines on Windows Server 2012R2 Hyper-V. Built a NuGet Gallery for the storing of local, team-built packages.

3/2008 – 12/2010 **Microsoft / Connected Systems Division** Redmond, WA

Build Engineer

Supported and managed the division's project builds and QFEs. Managed and administered the division's BuildTracker build scheduling and resource management harness using both physical hardware and virtual hardware (via Hyper-V technology). Supported Developer Division (Visual Studio) product builds with build script creation, build scheduling, build process reporting, error identification and resolution. Managed and administered the division's BuildTracker installation. Managed, supervised and directed contract builders. Investigated, researched, recommended and implemented build machine configurations.

12/2005 – 3/2008 **Microsoft / Global Foundation Services** Redmond, WA

Build Engineer

Supported Windows Live and Live Search customers of the BuildTracker installation, providing build infrastructure, release, source management and localization tools and advice.

2002 – 2005 **Microsoft / Windows Media** Redmond, WA

Build Team Manager

Hired, grew and managed a team of 5 build engineers (3 full-time, 2 contract) that provided build and source management support for all Windows Media products. The team supported both Windows Media Player builds as well as Vista builds. Created UNIX-based builds for Windows Media Player on Macintosh. Integrated these UNIX-based builds with the corpnet-based source code control system.

2002 **Microsoft / Windows Sustained Engineering** Redmond, WA

Build Engineer

Created Windows NT Service Packs. Reviewed current manual SP creation processes, made recommendations for improved automation, and implemented those recommendations. Designed and implemented a multi-language/localization Service Pack creation process, increasing the languages from 4 to 26.

2000

GITWiT

Kirkland, WA

Program Manager

Created video assets for marketing support. Created CD-ROM and web-based video assets. Created, tracked and managed a Linux software port for a high performance web server project.

1995

Microsoft / Windows Mobile

Redmond, WA

Build Team Manager

Managed 148 Windows Mobile product builds. Built an isolated network resulting in faster product build times and reduced corporate network traffic. Managed a build team (3 full-time, 1 contract) providing 7/24 support. Designed and implemented data-driven build scripts allowing for easy customization, extension and flexibility. Designed and implemented an automated build results/status web site to convey build status.

1992

Microsoft / Research

Redmond, WA

Software Integration Engineer

Liaison between product dev and test, taking the multiple software components of development, integrating them into a cohesive unit using a standard build process, and then passing on the final product to QA. Designed and implemented build processes and procedures, automated build environment and build verification tests. Designed and implemented an automated build results/status mailer. Implemented redundant build environments, allowing for quick build restarts in event of failure.

1989

Microsoft / Product Support

Redmond, WA

Compatibility Labs Manager

Designed, promoted, implemented and managed the Compatibility Labs program, test plans and deliverables to the customer. Participated in the design and strategy of the program's implementation. Administered and interpreted customers' hardware platforms' test results.

OEM Systems Engineer

Managed technical issues between the OEM and Microsoft product groups, OEM hardware configurations and Microsoft software products. Conducted annual account and project reviews. Coordinated the testing of Microsoft products on OEM hardware configurations.

1988

Accounting Computer Resources

Phoenix, AZ

Unix System Administrator

Participated in the development of Unix-based retail point-of-sale (POS) software. Performed Unix environment setup/configuration and hardware installation at customers' sites. Set up UUCP communications between customers' sites and development headquarters to facilitate file transfers and remote upgrades.

EDUCATION

Texas A&M University College Station, Texas

BBA Management (CS Minor)

KEYWORDS

Elasticsearch; Kibana; NuGet Gallery and Repository; Visual Studio; TFS and Team Foundation Server; Build Engineering; Build Management; Configuration Management; Builder; Source Code Control System (SCCS); Source Library Management (SLM); Source Depot; PerForce; VSTS; VSTF; Windows Server; Windows Server 2012R2; Hyper-V; Virtualization; System Center Virtual Machine Manager (SCVMM); Virtual-PC; CoreXT; Windows Build Environment (razzle); NT Build; BuildTracker; Scripting (PowerShell; Batch; command.exe; cmd.exe; command; VBScript; Perl); Lab Management; Release Management; UNIX System Administrator; Mac OS/X