

ANTHONY A. ROBINSON

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SUMMARY OF QUALIFICATIONS

Experienced DevOps/Build/Release Engineer/Configuration Manager with a passion for building, shipping and deploying a wide range of software products.

PROFICIENT TECHNOLOGIES

Elasticsearch, Kibana, Git, GitFlow, SourceTree, GitKraken, Azure, NuGet Gallery and Repository, Docker, Visual Studio, TFS and Team Foundation Server, VSTS, Build Engineering, Build Management, Configuration Management, Source Library Management (SLM), Source Depot, PerForce, Windows Server, Hyper-V, Virtualization, System Center Virtual Machine Manager (SCVMM), CoreXT, Windows Build Environment (razzle), NT Build, BuildTracker, Scripting (PowerShell, Batch, cmd.exe), Build Lab and Release Management, UNIX System Administration, Mac OS/X

EXPERIENCE

1/2017 – 12/2017 **Garden City Group (via AIM Consulting)** Seattle, WA

DevOps Engineer/Lead

As Team Lead, managed the flow of work using Epics, Stories and Work Items in VSTS. Worked with Dev and QA teams to integrate in- and out-of-team work based on product needs and efficiency.

Researched, evaluated, selected, and implemented Git-based development/test, build/release/deploy workflows and DevOps tools to support a new internally developed product hosted in Azure. Trained existing dev/test in the new toolsets (VSTS, Azure cloud hosting, Git, GitFlow, Nuget package creation/hosting, VS2017, etc.). Created CI builds, pull request policies, and build processes to support dev/test needs. Implemented dotCover coverage, unit and component tests. Implemented UI Coverage using Karma and Istanbul. Created Coverage reporting using Elasticsearch and Kibana dashboards.

Maintained and improved the existing TFS2013-based enterprise application's (Claims Processing) builds and branch maintenance. Wrote and implemented procedures for feature branch maintenance and automate merges to mainline. Created and maintained deployment processes and procedures for bi-weekly deployments.

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

Senior Build Engineer

Participated 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.

1989 – 2/2015 **Microsoft** / *Xbox Division*

Redmond, WA

Build Engineer / Xbox Division

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. 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.

Build Engineer Manager / Engineer

Supported and managed the division's project builds and QFEs. Managed and administered the division's BuildTracker installation 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, supervised and directed contract builders.

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

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. Supported both Windows Media Player builds as well as integrated Windows builds. Created UNIX-based builds for Windows Media Player on Mac. 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.

Managed 100+ 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 a web-based automated build results/status site for build status.

As Compatibility Labs Manager, Implemented the Compatibility Labs program, which tested OEM's hardware compatibility with Microsoft products.

AS OEM System Engineer, managed technical issues between the OEM and Microsoft product groups.

EDUCATION

Texas A&M University College Station, Texas

BBA Management (CS Minor)