

# ANTHONY A. ROBINSON

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## SUMMARY OF QUALIFICATIONS

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

## PROFICIENT TECHNOLOGIES

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*Azure DevOps (AzDO/VSTS)*

*Azure DevOps REST API*

*Azure CLI*

*PowerShell 7*

*WSL 2*

*Dynamics 365*

*Terraform*

*Atlassian Suite (Bamboo,  
BitBucket, Confluence, Jira)*

*Jenkins*

*Visual Studio*

*Ubuntu*

*Azure Cloud Services*

*Elasticsearch*

*SQL Server*

*Kibana*

*Git*

*GitFlow*

*GitKraken*

*TFS (Team Foundation Server)*

*Source Depot*

*PerForce*

*Docker*

*Hyper-V*

*NuGet Gallery and  
Repository*

*Windows Server*

*Batch*

*UNIX System Administration*

*Mac OS/X*

*BuildTracker*

*CoreXT*

*Windows Terminal*

*YAML*

## EXPERIENCE

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9/2019 – Present     **Senior DevOps Engineer @ SanMar**

Issaquah, WA

- Reverse-engineered pre-existing Azure deployments to create a new, data-driven deployment toolset (PowerShell/Azure CLI) for desktop and Azure DevOps (AzDO) pipeline deployments. Created and implemented a Development Plan, Test Plan and Training Plan for this toolset. Later extended functionality of this toolset by supporting PowerShell 7 and Linux, allowing for the flexibility to leverage Linux ADO Agents and developer desktops.
- Design, create and maintain CI/CD workflows and pipelines in an AzDO/Git environment. Perform scheduled and ad-hoc Azure and Dynamics 365 deployments.
- Analyzed and re-designed serial AzDO Release Pipelines, converted to parallel, resulting in a 48% deployment time savings.
- Re-designed Azure Function App deployment logic resulting in a 97% deployment time savings.
- Created a local PowerShell module repository using AzDO pipelines and git repos for fallback when PowerShellGallery.com is unavailable or offline.

4/2018 – 8/2019      **DevOps Engineer @ Microsoft (contract)**      Redmond, WA

- In the Windows Photos App group, designed, created, monitored, and triaged CI/CD pipelines. Analyzed CI/CD workflows and made performance improvements.
- Designed and implemented an automatic test-failed-retry pipeline to work around unreliable tests and test infrastructure, allowing development to concentrate on dev activities.
- Implemented Docker-based ELK stack to collect diagnostic, performance, and metrics data from AzDO for build/release/test results analysis.
- Created dashboard and other reporting of AzDO activity for team analysis, utilizing PowerShell and the AzDO REST API.

1/2017 – 12/2017      **DevOps Lead @ Garden City Group (contract)**      Seattle, WA

- Managed the flow of work using Epics, Stories and Work Items in AzDO (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 (AzDO), Azure Cloud hosting, Git, GitFlow, Nuget package creation/hosting, Visual Studio, etc.).
- Created CI/CD processes, pull request policies, and pipelines 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.
- Improved the existing TFS2013-based enterprise application's 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      **Senior Build Engineer @ Intentional Software**      Bellevue, WA

- 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      **Senior Build Engineer @ FTI Consulting**      Seattle, WA

- Supported the division's product builds in a TFS 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, MS Build and the TFS API.

1989 – 2015

**Various Positions @ Microsoft**

Redmond, WA

- **Build Engineer in 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 in CSD** Supported and managed the CSD 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.
- **BuildTracker Support Engineer** Supported Windows Live and Live Search customers of the BuildTracker installation, providing build infrastructure, release, source management and localization tools and advice.
- **Build Manager in Windows Media** 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.
- **Build Lead in Windows CE** 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.
- **Compatibility Labs Manager** Implemented the Compatibility Labs program (became "Windows Certified"), which tested OEM's hardware compatibility with Microsoft products.
- **OEM System Engineer** Managed technical issues between the OEM and Microsoft product groups.

**EDUCATION**

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Texas A&M University

College Station, Texas

BBA Management (CS Minor)