
CAREER OBJECTIVE

Self-driven programmer with a passion for big data, distributed systems, and functional programming.

EXPERIENCE

- **Akamai Technologies** Cambridge, MA
Senior Software Engineer I - Platform/Web Divisions *Jan 2014 - present*
 - **Core Internal Cloud Member (Mar 2019 - Feb 2020):** Built In-house Amazon ElasticCache replacement - includes high availability via Redis Sentinel, secure client access/replication via a service mesh, wrote all tooling, testing, monitoring, documentation – big money saver for migrating acquisitions off AWS. First managed service for new internal deployment method. (design, implementation; Go, C, Docker, Kubernetes, Istio, Telegraf, Vault)
 - **Purge Backend (Jan 2018 - Feb 2019):** Designed and re-wrote the content purge system's REST API backend in Go. Reduced server footprint by 1/10 with 100 times increase in request throughput (design, implementation; Go, Python)
 - **mPulse Migration (May 2017 - Dec 2018):** Key member in transitioning SOASTA's mPulse product to the Akamai Platform following the acquisition. Operationalized 5 months post-purchase
 - **Real User Monitoring (Jan 2014 - May 2017):** Core member in building out a new data warehouse backend to take in user performance metrics in near-real time. Aided in proving value of web site performance data before SOASTA acquisition (design, implementation; Haskell, Go, C, Perl, Kafka, Apache Thrift, Apache Zookeeper, Apache Mesos, Docker; to a lesser extent: CephFS, Cassandra, HDFS)

- **Akamai Technologies** Cambridge, MA
Software Engineer I - Distributed Data Collection *Nov. 2011 – Dec 2013*
 - **Custom Reporting Web App:** Web Application to build reports for retaining customers. (design, implementation; Go, PostgreSQL, Bootstrap)
 - **Log processing :** Key member to build a dynamic ad-hoc data parsing, classification and aggregation system into a legacy big-data application (implementation; C, Perl, XML)

OTHER EXPERIENCE

- **Everest Gaming/CIDC** Cambridge, MA
Software Engineer - Poker Gaming Division *Nov. 2009 – Oct. 2011*
 - **Poker Back-end:** Maintain, bug fix, extend high performance Linux based online poker back-end servers (C++, C)
 - **Infrastructure & system improvements:** Migration to managed Perl environments - prevented earnings loss with no issues

- **Opus Healthcare Solutions** Austin, TX
Software Engineer - Engineering Department *May 2007 – Aug. 2008*
 - **Clinicals Application:** Features and bug fixes for the 2.2 release. Medical report migration from Crystal Reports to PrinceXML

- **Polycom** Austin, TX
Contractor - Engineering Department *May 2006 – March 2007*
 - **Process Improvements:** Developed Accurev triggers the entire engineering department rely on for daily peer code reviews.
 - **Intern:** 2004, 2005 summer intern – software & hardware testing, system monitoring, and lab maintenance

SKILLS

- **Languages (proficiency / 5):** Haskell (3), Go (5), C (3), SQL (2), Perl (5), Shell Scripting (3)
- **Computer and OS:** Linux / BSD (4), Windows (2), Mac OS X (2)
- **Open Source Contributions:** github: github.com/adamflott, Haskell / Hackage author: hackage.haskell.org/user/adamflott, Perl / CPAN author: search.cpan.org/~aflott

EDUCATION

- **University of Texas - San Antonio**
Fall 2003 – Fall 2006

San Antonio, TX

Attended 2.5 years pursuing a degree in Computer Science