

Daniel Starner - Cloud Native Systems & Infrastructure Engineer

Site & Blog: <https://danstarner.com> · GitHub: [dstarner](https://github.com/dstarner) · LinkedIn: [in/danstarner](https://www.linkedin.com/in/danstarner)

RECENT EXPERIENCE

SALESFORCE (HEROKU)

Lead Runtime Infrastructure Engineer

Remote

AUG 2024 - PRESENT

Senior Runtime Infrastructure Engineer

SEPT 2021 - AUG 2024

Led an uplift and redesign project of critical code paths to modernize the container runtime manager that runs enterprise customer workloads. These enhancements leveraged AWS & Kubernetes primitives to migrate over 50,000 customer workloads to a modernized and enhanced runtime environment without downtime.

Led a project to standardize and improve cluster observability by implementing OpenTelemetry Collectors, Prometheus monitoring, and associated alert routing in our self-managed clusters, which each manage millions of ingested metrics daily. This system allows automation and engineers to spot and resolve cluster issues across our fleet much faster. Summarized information is federated to a global dashboard for overview & exec viewing.

BLOOMBERG, L.P.

Senior Production Engineer

New York, NY

SEPT 2020 - AUG 2021

Senior Site Reliability Engineer

SEPT 2018 - SEPT 2020

Designed and implemented a generic cloud infrastructure management system used across proprietary and public cloud data centers, managing +5,000 virtual and bare metal machines across +70 clusters. Leveraged open-source tools such as Terraform, Ansible, Kubernetes, Helm, and more to ensure consistency across our environments using GitOps best practices.

Orchestrated infrastructure using interwoven micro-services written in Go, Java, and Python Django, served via React web interfaces and command-line interfaces (CLIs). Internal data services teams use the system to manage and deploy their products for global company consumption.

Designed and maintained a Jenkins CI/CD plugin that provides extensive testing, building, artifact publishing, and release management with very little boilerplate code for repositories, allowing teams to develop and release their projects faster without worrying about writing CI/CD workflows. The project enforces popular workflow strategies - such as GitFlow or TrunkFlow - in modular, project-agnostic components.

RISE NUTRITION

Co-Founder / Lead Software Engineer

Remote

SEPT 2019 - AUG 2022

Designed & built a full multi-tenant, sports-nutrient-oriented SaaS product, encompassing a Python Django web API, Nextjs & React web dashboard, and a React Native mobile app deployed to both the App Store & Google Play. Collegiate and professional sports organizations use the system.

Designed a nutrition-tracking system that computed and aggregated consumed nutritional information at the individual, position, and team levels for sports organizations. Integrated with 3rd-party Nutrition database services and included a meal recommendation system based on the stored data.

EDUCATION

SUNY UNIVERSITY AT BUFFALO

Bachelor of Science in Computer Science

Buffalo, New York

AUG 2015 - MAY 2018

Vice President of the local Association for Computing Machinery (ACM) Chapter

Assisted the Computer Science & Engineering program with redesigning, modernizing, and improving courses in the major to be more academically competitive.

VOLUNTEERING

FIRST INSPIRES ROBOTICS COMPETITION MENTOR (TEAMS 354 & 5590)

2016 - PRESENT

Leading the next generation of engineers & leaders through the *FIRST* Inspires Robotics Competition, where students learn technical and soft skills through a robot's design, manufacturing, and assembly process.

Mentored students across the Western New York and New York City regions. Personal mentoring focuses on the Programming, Computer-Aided Design (CAD), and Public Relations areas.