

Drew Sessler

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Experience

Software Engineer & Co-creator, *Sentinel*

01/2022 – 04/2022

Sentinel is an open-source, cloud-agnostic, self-hosted Platform-as-a-Service that can easily deploy and manage multiple database-backed applications and update those applications via canary deployments.

- Developed custom command line interface using the oclif framework
- Wrote a custom API, which acts as Sentinel's Control Plane, using Express.js
- Automated provisioning and managing of cloud infrastructure using Terraform and Ansible
- Implemented a multi-tenant architecture using containerized applications orchestrated by Docker Swarm Mode
- Incorporated Traefik as a reverse proxy and load balancer, responsible for HTTPS, distributing requests, and splitting traffic between production and canary services
- Integrated monitoring tools Prometheus, Node Exporter, and Grafana
- Collaborated with a remote team of 4 engineers (daily stand-ups and pair-programming)
- Presented a live tech talk about Sentinel ☑️
- Authored a comprehensive case study about Sentinel ☑️

Software Engineer, *Self-employed*

2020 – 2022

Developed full-stack projects including:

- RequestBin: A database-backed application for receiving and debugging webhooks (Node.js, PostgreSQL, MongoDB)
- Cello: A Kanban style collaboration app (Express.js, React/Redux, MongoDB)

Technical Support Specialist, *Tridium Inc.*

2011 – 2020

- Provided customers with technical support for Niagara AX and N4, Building Automation System frameworks, and their associated hardware and appliances
- Identified software bugs and documented them in Salesforce and Jira
- Aided in upkeep of software and hardware documentation

Skills

Languages

JavaScript, Ruby, Go, TypeScript, SQL, HTML, CSS

Frameworks & Libraries

Express.js, React, Redux, Sinatra, jQuery, Handlebars

Cloud

Terraform, AWS, Digital Ocean, Heroku

Other Technologies

Node.js, Docker (Swarm Mode), Ansible, Traefik, Nginx, PostgreSQL, MongoDB, Git/Github

Education

Software Engineering, *Launch School*

2020 – 2022

Multi-year, mastery-based software engineering curriculum, with progression gated by written, project, and live-coding interview-style assessments.

B.S. Electrical Engineering, *Virginia Tech, Honors, GPA: 3.51*

2005 – 2010

Focused degree on digital signal processing, digital design, electronics circuit design, and telecommunications.