Michael Mendy

SOFTWARE ENGINEER

- montana@linux.com
- github.com/montana
- linkedin.com/in/michaelmendy
- michaelamendy.com
- ORCiD: 0009-0009-7107-3112

TECHNICAL SKILLS

JavaScript
React · Redwood · Angular · Zepto

Python	Perforce
CI/CD	YAML
Docker	Argo
Terraform	Consul
Ruby	Postgres
Nomad	Hadoop
Rails	Packer
MongoDB	Django
Puppet	Chef
Vault	Vagrant
GlusterFS	Cassandra
AWS	GCP
Unix CLI	Papertrail
Kubernetes	Lambda

CERTIFICATIONS

DUKE · UVA · NYU · DARTMOUTH · MICHIGAN

PROFESSIONAL SUMMARY

Software Engineer with 12+ years of experience in full-stack development, DevOps engineering, and CI/CD pipeline architecture. Proficient in Python, JavaScript, Ruby, Docker, Kubernetes, Terraform, and Perforce version control. Proven track record of designing and managing global infrastructure deployments for enterprise clients including Stanford University, Lockheed Martin, Nike, Harvard University, NIH, American Medical Association, St. Jude Children's Hospital, MIT, Google, and Ministry of Justice.

Experienced Developer Advocate and technical speaker with presentations at IBM Z Day, Droidcon, Arm DevSummit, LeadDev, Replicated, and DevOps Conf. Holds a US Patent for mobile networking technology.

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WORK EXPERIENCE

01 — 2019 — Current
Software Engineer
Travis CI · San Francisco, CA

Developed and shipped platform features in Ruby and JavaScript that improved build flexibility and customization for 900K+ CI/CD users. Architected integrations with Perforce, Git, and enterprise version control systems for large-scale deployment workflows. Delivered technical talks at multiple developer conferences as a Developer Advocate. Provided engineering-level technical support and documentation for open-source community forums.

02 — 2016 — 2018
Lead Software Engineer
Cheekd · New York, NY

Led a 3-engineer development team over 3 years, overseeing sprint planning, code reviews, and feature delivery. Built cross-platform mobile features using React Native with a Django REST API backend. Invented and patented "Access Point Hopping" technology (US Patent holder), driving the core product's networking capability.

03 — 2018 — 2018
Software Engineer
LASOR · Los Angeles, CA

Developed data-driven research applications in Python and Django for an agile research organization. Contributed to clinical studies on the progression of Non-Alcoholic Fatty Liver Disease (NAFLD), building analytics pipelines to support research outcomes and advance the organization's mission.

04 — 2015 — 2016
Software Engineer
FC Flamingo · Santa Monica, CA

Designed and developed full-stack web applications using Ruby on Rails for enterprise brand clients. Implemented DevOps workflows including automated testing, deployment pipelines, and server configuration management.

05 — 2012 — 2015
Software Engineer
Path · San Francisco, CA

Designed, implemented, and maintained RESTful server-side APIs in Python supporting Path's mobile and web applications. Rapidly iterated on prototypes and shipped production features in an agile development environment.

PROJECTS

NORTHROP GRUMMAN — 2024
Jellyfish

Contributed to Jellyfish, Northrop Grumman's open-source Architecture-as-Code framework built in Java and Gradle. Developed tooling that enables engineers to define complex system architectures using a domain-specific language (DSL), automating software project generation, dependency graph analysis, and architectural quality reporting.

`ARCHITECTURE-AS-CODE` `JAVA` `DSL` `GRADLE` `OPEN SOURCE`

LOCKHEED MARTIN — 2023 — 2024
Chaordic Ledger

Collaborated with Dr. Michael Marchini, PhD at Lockheed Martin on the Chaordic Ledger — a distributed systems research initiative applying chaos theory principles to ensure ordered data integrity in mission-critical defense applications.

`DISTRIBUTED SYSTEMS` `CHAOS THEORY` `DEFENSE`

`COVID TRACKING PROJECT` `PERFORCE` `LINUX` `RAILS GIRLS SUMMER OF CODE` `OPENSTACK`

CONFERENCE PRESENTATIONS

IBM Z DAY
Keynote / Talk

ARM DEVSUMMIT
Conference Talk

LEADDEV
Conference Talk