

Liz Frost

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EXPERIENCE

Heroku (subsidiary of Salesforce.com)

2014-present

A leading Platform-as-a-Service provider

heroku.com

Associate Member of Technical Staff, 2014 - 2015

Member of Technical Staff, 2015 - 2016

Senior Member of Technical Staff, 2016 - Present

- > Quickly familiarised myself with and became productive in dozens of diverse codebases in multiple new-to-me languages (Ruby, Coffescript, Go, Erlang)
- > Coordinated development with multiple teams to push cross-cutting projects forward
- > Lead development on tooling to aid standards compliance, allowing for new business opportunities
- > Participated in 24/7 oncall rotation for high-impact services with very low response times
- > Coordinated responses to complex outages across multiple people and teams
- > Predicted problems with architectural decisions before they became real world outages
- > Helped launch several major features, including Heroku SSL, Automated Certificate Management, and dyno quotas
- > Interacted directly with customers via internal support tickets

Demonware

2012-2013

Activision studio providing online infrastructure for multiplayer video games

demonware.net

Software Engineer, Systems Engineering (Co-op)

- > Helped design, author, deploy, and support internal IaaS project that drastically reduced datacentre buildout effort
- > Maintained and updated metrics capability and infrastructure
- > Wrote Puppet modules to deploy applications to thousands of servers
- > Credited in several AAA video games, including *Diablo III* and multiple *Call of Duty* installments

Bering Media

2011

A small Toronto startup delivering geotargeted online marketing

beringmedia.com

Developer (Co-op)

- > Developed internal web applications using PHP and Zend Framework
- > Combined independently developed clustered components, utilizing Riak, Zookeeper and RabbitMQ

EDUCATION

University of Toronto

2010 – 2014

Honours Bachelor of Science

- > Computer Science Specialist
- > Writing and Rhetoric Minor

TECHNOLOGIES

I pride myself on learning new technologies fast, and making tactical changes in unfamiliar code-bases.

These are some examples of technologies I've worked with in the past

Python The primary language of development at Demonware. Still my go-to for small scripts.

Ruby Extensively used at Heroku, mostly Sinatra but some Rails.

Linux Long-term user of desktop Arch Linux, have run CentOS, Gentoo and Ubuntu servers.

PostgreSQL The Database of choice at Heroku. Comfortable with raw SQL.

Javascript At Heroku I used both both server-side (Hubot) and client-side (internal tools).

Shell Scripting Numerous shell scripts written, some under duress during incidents

Haskell Coursework and personal projects. Nothing professional yet, but I can dream.

Erlang The Heroku Router is written in Erlang, as are various supporting services.

Go Heroku extensively uses Go microservices with Kafka, gRPC, and Postgres.

PROJECTS

PleaseCaption

2016

A bot to remind you to add alt text to your images

- > Written in Haskell using Conduit
- > <https://twitter.com/pleascaption>
- > <https://github.com/stillinbeta/pleascaption>

Github

- > <https://github.com/stillinbeta>
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TALKS

Pager Equity

A talk on how a pager rotation could unintentionally be marginalising part of your team

- > Given at Devops Days Boston 2016
- > Recording: <http://bit.ly/liz-pres01>
- > Slides: <http://bit.ly/liz-slides1>

Master of None

How I deal with being a generalist: learning new things fast, and making sure I can remember after I forget.

- > Given at NYC SRE Tech Talks
 - > Slides: <http://bit.ly/liz-slides2>
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WRITING

How Tech Employees Can Use Corporate Donation Matching

2016

A how-to guide for leveraging corporate resources for activism

- > Paid piece for Model View Culture
 - > <http://bit.ly/liz-article1>
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WORK STYLE

Distributed Heroku is entirely remote, so I'm familiar with geographically distributed teams.

Collaborative I prefer to work closely with other engineers rather than in isolation.

Maintenance Greenfield development is less interesting to me than maintaining and growing existing codebases.