

BENJAMIN PACK

SUMMARY

Technical lead, problem solver, and full-stack generalist with 18 years of programming experience. Strong preference for interesting problems, project automation / continuous delivery, and contributing to a learning organization.

CORE SKILLS

- Communication
- Problem Solving
- Multi-Paradigm Programming
- Design
- Meta-Learning
- Agile Software Development Practices

SUPPORTING TRAITS

- Craftsmanship
- Pragmatism
- Leadership
- Systems Thinking
- Curiosity
- Strategic Realism

TECHNICAL SPECIFICS

Languages	Java, Python, Javascript, Groovy, SQL, Bash, C/C++
Platforms	Linux, Docker, Kubernetes, AWS, JVM, JEE Containers, Nodejs, MySQL, PostgreSQL, HTML5
Tools	Jenkins, Git, Terraform, Gradle, Artifactory, Sonarqube, NPM, Maven, SVN/CVS, Gulp, Make, curl, awk, sed, numerous other CLI utilities
Frameworks / Libraries	Spring Boot, Django, Dropwizard, Angular, Spring Cloud, JPA / Hibernate, Mybatis, Wicket, JUnit, RXJava, Spring Framework, Activiti, SLF4J, Quartz, JQuery, Jersey, Liquibase, Mockito, JBehave, Selenium, Apache Commons, et al.

EXPERIENCE

Scripps Networks Interactive / Discovery Inc.

July 2003 - PRESENT. Knoxville, TN – Technical Lead

PHASE 3 - Project Automation, 2015 - PRESENT

- Established common, reusable project foundations for microservices, worker agents, Lambdas and user interfaces. Streamlined new development efforts and provided a set of common architectural patterns for better support and faster time to market.
- Created tools for continuous delivery capabilities across multiple environments using Python, Jenkins, Groovy, Artifactory, Sonarqube, AWS, Puppet, Docker and other technologies. These tools support multiple deployment styles and target platforms including Spring Boot, JBoss 5, JBoss 6, Tomcat, Dropwizard, and Apache.

PHASE 2 - Content Delivery, 2012 - 2015

- Designed, implemented, and supported a suite of applications for the scheduling, preparation and delivery of custom content to external video partners.
- Achieved the requisite degree of flexibility needed with the use of custom configuration DSLs to drive automated workflows through an event-driven, microservice architecture. At peak, this system delivered multiple terabytes of video, image, and metadata content per day with more than 30 different vendor customizations in content format and packaging specifications.

PHASE 1 - Media Asset Management, 2005 - 2011

- Part of a multi-year, multi-team effort to establish a comprehensive suite of first-generation applications and services for the ingest, search, management and use of media across the company.
- Expanded capabilities of the core systems for international workflows by modifying existing applications and integrating new services to provide rights search, contractual usage details, and order request / fulfillment capabilities. Received the Chairman's Award for my work as lead software engineer and project manager for this effort concurrent with a separate project for image search.

PHASE 0 - Onboarding, 2003 - 2005

- Updated, supported and tested VOD automation workflows from encoding to metadata generation using a small suite of custom tools and integration with vendor products.

EDUCATION

University of Tennessee, Knoxville

AUGUST 1998 - MAY 2001, Bachelor of Science in Computer Science

AUGUST 1992 - DECEMBER 1997, Bachelor of Arts in Philosophy