

Michael J. Kelly

Software Engineer in New York City. m@michaelkelly.org, <https://www.michaelkelly.org>.

I love building great software and keeping it running. I've been writing Python and occasional Go and C++ on Linux.

Work

Facebook, 2019-present: *Production Engineer.*

- I work on infrastructure for Facebook Messenger. So far I've worked on capacity planning for large infrastructure migrations, overhauled tools we use to shift traffic between regions and perform load tests, and helped define our internally-facing SLOs.
- I've occasionally contributed features to the messaging infrastructure subsystems my team supports, and I'm part of a 24/7 on-call rotation.

Vimeo, 2015-2019: *Site Reliability Engineer (2015-2017), Lead SRE (2017-2019).*

- As a Lead SRE, I was a technical lead and people manager. I grew the team from 2 to 6 people. I led the SRE team in moving the vimeo.com serving stack from our own datacenters to Google Cloud. Focused on building repeatable processes and reusable tools for the SRE team.
- I joined Vimeo as its second Site Reliability Engineer. I automated machine provisioning (CentOS 6/7 on bare metal and a VMWare cluster) and other common tasks, expanded our configuration management (Chef), led a migration from PHP 5 to 7, built out our team's wiki with common procedures, and took part in a 24/7 on-call rotation for vimeo.com.

Google, 2009-2015: *Site Reliability Engineer.*

- Co-designed and built framework for automated testing of data recovery (Go).
- Worked on datacenter reliability (lots of little tools in Python), and ran a real-life large-scale power failure exercise.
- Wrote deployment automation, and was part of 24/7 on-call rotation for core infrastructure service (in Python; the service was [Chubby](#)).

Google, 2008: *Intern, Site Reliability Engineering.*

Designed and wrote an extension to an archiving utility for increased scalability (C++, using MapReduce).

University of California, San Diego, 2006-2009: *Programmer.*

Research project to webcast lectures and facilitate active learning exercises.
<http://up.ucsd.edu>.

University of California, San Diego, 2006-2008: *Computer Science Tutor.*

Graded projects and tests, and held office hours for for systems programming, compilers, and introductory courses.

Google, 2007: *Intern, Software Quality Assurance.*

Automated performance testing and reporting for GMail user interface.

School

University of California, San Diego, 2009: Bachelors of Science, Computer Science.

Student radio, 2006-2009: Web developer/sysadmin for KSDT, the student radio station at UC San Diego. I had a radio show for a while too.

Play

GitHub profile, <https://github.com/mjkelly>, has some small-scale side projects.

Open source contributions, 2013-2014: Minor contributions to [Go](#) standard library and [hterm](#).

rev: 2020-02-29