



# David Celis *Backend Engineer*

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## ABOUT ME

I'm an empathy-driven backend engineer specializing in designing elegant APIs with a keen eye toward usability and maintainability. I strive for a user-first approach, understanding that people come from a variety of backgrounds that differ from my own, while also producing readable, well-tested, and well-measured code. Outside of work, I'm an avid Open Source Software advocate. I've maintained several open source libraries and have contributed to many more, including Ruby on Rails, bundler, Discourse, Hanami, and fish.

## SKILLS

**Ruby** — *Rails, Sorbet*

**API Design** — *REST, GraphQL*

**Git** — *GitHub*

**SQL** — *PostgreSQL*

## WORK

### **FireHydrant**, *Principal Software Engineer* 🔗

I was lead engineer for their Incident Management team, our largest product team, and maintained a highly collaborative partnership with our manager and head of product to guide the team's roadmap, architecture, and overall process/health. Now a Principal Engineer, I have similar responsibilities across our entire engineering organization and lead large-scale projects. Most recently, I helped lead development of FireHydrant's alerting and on-call product, Signals, both designing and implementing several of its most key systems.

Jul 2021 – Now  
Remote, USA

### **Stripe**, *Staff Software Engineer* 🔗

I began on Stripe's API Platform team, leading a company-wide audit of their heavily-used feature flagging system to determine the purpose, ownership, and intended lifecycle of every single feature flag that had been created. This audit had immense and lasting impact on how Stripe engineers approached their use of feature flags, drastically reducing the number of flags being created for private, one-off features. After my time on API Platform, I moved to work on Stripe's Issuing product to act as engineering lead for the launch of a brand new Commercial Payout Card product, a five month project spanning almost ten separate workstreams and over a dozen other engineers.

Nov 2019 – May 2021  
Remote, USA

### **HashiCorp**, *Senior Software Engineer* 🔗

At HashiCorp, I worked on Terraform Cloud (TFC). Terraform is a free and open-source utility that allows engineers and teams to automate the process of provisioning infrastructure by defining that infrastructure as code. Terraform Cloud is essentially to Terraform as GitHub is to Git, adding remote state storage and collaborative features to Terraform. When I joined HashiCorp, I was on the team responsible for TFC's JSON API, its integration with Sentinel (an embeddable policy-as-code framework) and, occasionally, tinkering with its Ember frontend or surrounding Go microservices. At HashiCorp, I lead several large projects, including preparing version 2 of the API for exiting its beta status, a new administration API for Terraform Enterprise, Sentinel Policy Sets 🔗, and Cost Estimation 🔗 feature.

Nov 2017 – Nov 2019  
Remote, USA

<b>GitHub</b> , <i>Software Engineer</i> <a href="#">↗</a>	Jan 2016 – Oct 2017 Remote, USA
As a member of GitHub's Ecosystem Engineering organization, I shared responsibility for building and maintaining GitHub's developer APIs, third-party integrations, webhooks, and developer documentation. I was a member of the team that shipped the pre-release of GitHub's GraphQL API, after which I spent my time on the Identity Access Management (IAM) team shipping Business accounts and GitHub Apps. I also onboarded myself onto GitHub's main on-call rotation after only three months on the job. At my final performance review, I was told that my on-call logs were consistently amongst the best at the company.	
<b>IMMUNIO</b> , <i>Software Engineer</i>	Apr 2015 – Dec 2015 Remote, USA
<b>DigitalOcean</b> , <i>Software Engineer</i> <a href="#">↗</a>	Aug 2014 – Mar 2015 Remote, USA
<b>New Relic</b> , <i>Senior Software Engineer</i> <a href="#">↗</a>	Oct 2012 – Aug 2014 Portland, OR, USA
<b>DECK Monitoring</b> , <i>Software Engineer</i>	May 2011 – Jul 2012 Portland, OR, USA

## PROJECTS

<b>Nook Stop API</b> , <i>a GraphQL demo based on Animal Crossing</i> <a href="#">↗</a>	Jun 2022 – Now
In June 2022, I delivered a tech talk to coworkers at FireHydrant about GraphQL and wrote a way-too-comprehensive API using data from Animal Crossing: New Horizons. The code is open source <a href="#">↗</a> , and the demo site remains live for anybody who is interested in GraphQL and who wants to play around with some queries.	
<b>Rack::Console</b> , <i>`rails console` for everything</i> <a href="#">↗</a>	Jul 2014 – Now
<b>Sparkles</b> , <i>an appreciation/recognition bot for Slack</i> <a href="#">↗</a>	Oct 2021 – Nov 2022
<b>Recommendable</b> , <i>a binary recommendation system</i> <a href="#">↗</a>	Jan 2012 – Apr 2018
<b>Crêpe</b> , <i>a lightweight API framework for Ruby</i> <a href="#">↗</a>	Sep 2013 – Dec 2017
<b>Sunscreen</b> , <i>a macOS app for dynamic wallpapers</i> <a href="#">↗</a>	Feb 2016 – Mar 2016
<b>goodbre.ws</b> , <i>a recommendation site for beer</i> <a href="#">↗</a>	Jan 2011 – Mar 2014
A recommendation site for beer using likes/dislikes instead of a five-star system. It was unexpectedly featured on Lifehacker <a href="#">↗</a> and The Huffington Post <a href="#">↗</a> .	

## EDUCATION

<b>B.A.H. in Computer Science</b> , <i>Rollins College</i> <a href="#">↗</a>	2007 – 2011 Winter Park, FL, USA
I graduated <i>summa cum laude</i> in the top 5 of my class with a 3.99 GPA (4.0 Major GPA) and was on the President's List for all terms.	