



## Nick Floyd

Lead Software Engineer

Dallas, Texas

A Polyglot developer who has a strong passion for all things API. I am well versed in RFC2616 (HTTP1.1 protocol) and get very excited about all things REST. I am driven when it comes to getting things done and product into my user's hands. I take the software that I write very seriously while having an extreme passion for being the best I can be at doing what I love to do - code. Using the ubiquity of the internet and the extensibility of web based APIs I am driven to write exciting and extremely functional software that people enjoy using.

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### Experience

#### Lead Software Engineer

**New Relic, Inc.**

Portland, Oregon

Apr 2012 - Present

I currently build and work on the Microsoft Azure Experience which consists of full stack efforts ranging from spinning up infrastructure to writing apps based on TypeScript and ASP .NET. I also work on the .NET Agent and Profiler, Windows Server Monitor and the nuget packages that deliver those products to users for New Relic - and love every minute of it.

#### Agent Engineer

**New Relic**

Portland, Oregon

Apr 2012 - Apr 2013

Responsible for the software that gives developers x-ray vision into what their applications and systems are doing. From concept to creation, my team built tools that help users have healthy clouds and happy applications. My daily goal was to make a developer's job of developing, releasing and maintaining code a much more seamless and clear task.

Wrote software for software. It helped developers not only see problems in their code and systems but helps them get "better" as developers. The software I wrote allowed devs to think of performance as a feature rather than a "nice to have." The code I created at New Relic opens the gate to understanding what is actually happening with developer software everywhere, whether it is in production or on our local dev boxes. I considered the opportunity to create something that helps us all make better software is a great privilege.

### Education

#### Texas Wesleyan University

**Bachelors in MIS, Computer Science**

1997 - 2000

#### University of Texas at Arlington's College of Engineering

1999 - 2000

Worked on a degree in Mathematics

#### Tarrant County Junior College

**Associate in Arts, applied Electrical Engineering**

1995 - 1997

Participated in the "Cornerstone Program" (Honors). The Cornerstone Program at TCC is a humanities-based, academically challenging honors curriculum designed for high-ability students whose goals are bachelor's degrees. The program goes beyond the traditional concept of compartmentalized classes in an attempt to integrate and fuse several academic disciplines, thus allowing students to synthesize concepts from several sources into a personal viewpoint.

#### Pragmatic Marketing

**PMC-III**

2016 - 2016

Earned Product Manager certification from Pragmatic Marketing in Build, Focus and Foundations

## **Software Architect**

### **Fellowship Technologies / Active Network**

Dallas, Texas

Feb 2004 - Apr 2012

Getting software built and into the hands of customers.

Responsible for the architecture of a software ecosystem containing 42 interrelated applications. Developing, designing the platform architecture and building new product.

Leading teams of developers with patterns and practices such as TDD, fixture paternalization, object modeling, data modeling, environment tooling, application monitoring and metrics.

Responsible for DevOps initiatives such as continuous delivery, build automation using and configuring tools such as Jenkins, msbuild and powershell.

Maintained and led a developer community around a robust REST API

Acting as Manager of Software development I focused on the growth and careers of developers and other managers.

As a Developer advocate for our patterns and practices I was able to lead other units of our business with technology and tooling decisions to help them get product to customers faster.

Responsible for enhancing / maintaining several different .NET applications which types include: web applications, smart client applications, console applications, windows services, and web services. The applications are provided as SaaS (Software as a Service) to the clients and support a multi-tenant data model. All applications are N-tier (implementing fully functional presentation, process, business, and data layers).

Deep knowledge of memory and performance tuning allows me to provide perspective to the teams and discover issues before they get into prod.

## **Sr. E-commerce Developer**

### **Gamestop.com**

Grapevine, Texas

Apr 2002 - Feb 2004

Job responsibilities include: Built a fully functional Retail / content site deployed with Commerce Server 2000 and SQL 2000. Coded, enhanced, and maintained all aspects of the site: Security fixes, code development, site design, site deployment (across 8 server farm, and an Active SQL cluster).

Developed ASP .NET maintenance tools to allow the users access to change the site from anywhere.

Developed analysis tools. Developed batch applications to provide data feeds to for affiliates. Built the “Coupon/offer/gift certificate logic”, which interacts with the contents of the users cart and their experience on the site.

Constructed and designed site – “sight” shifted logic to make Gamestop.com appear like other affiliate sites. Enhanced the order system by built a .NET Windows service to pole an order queue – which allows users to place orders even if the SQL servers were down (Created a true N-Tier application and successfully implemented a data layer).

## **Web Developer / E-commerce Application Developer**

### **Radioshack.com**

Fort Worth, Texas

Jun 1999 - Apr 2002

Building and enhancing web applications via Commerce Server, using / enhancing / implementing pipelines, creating DLLs, setting up IIS for multi-site administration, various site enhancements, writing and implementing SQL DTS packages / Stored Procedures / Trans SQL, writing COM objects for BizTalk automation, troubleshooting breaks in application infrastructure, and generating web reports. using decision analysis and coding experience to enhance RadioShack.com. Also, using strong statistical skills to optimize server loads and cluster balancing during script execution.

Developing strong team-based projects, building and managing site campaigns through BizDesk, using various web-tools to develop promotional materials, RadioShack.com Intranet Site development / implementation, writing analysis reports to help enhance the businesses. Previous responsibilities include understanding of technical aspects, site enhancements, using SQL, generating web reports, and ASP/HTML development building store report sites and Intranets. Using decision analysis and coding experience to enhance RadioShack.com.

## Projects

### **Book: Nerd Life Balance - The Art of Refactoring Life for Awesome**

Over the past several years I've had the privilege of throwing bits for some seriously amazing companies. Usually, the unspoken mindset was that you were supposed to work until the task was done or that more hours meant more code (good or bad). The idea was by focusing on the tasks and the work, we would inevitably achieve our goals and everyone would be happy. I remember working some really long weeks hitting the work goal, but not feeling very happy. That is why I wrote this book.

### **New Relic Azure Portal Extension**

#### **New Relic**

This project was comprised of the entire stack of software development and design. I provisioned Virtual Machines that are geo-redundant and failover capable, setup a complete continuous delivery pipeline that supported seamlessly delivering both a responsively designed web front end with a data API backend on top of the Azure SDK.

In this project, I used JavaScript with TypeScript (a strict syntactical superset of JavaScript), CSS, ASP .NET MVC, ASP .NET Web API, Azure App services, Azure Web Jobs, Azure Queues, Azure blob storage and many other cloud-based technologies.

### **Publication: Developing a REST based Web Service**

REST (REpresentational State Transfer) is an architecture for distributed hypermedia systems. The World Wide Web is possibly the best known implementation of this architecture style. The term "REST" was coined and described by a dissertation written by Roy Fielding in 2000. This article covers the architecture which contains four basic constructs that address common concerns such as: scalability, generalized interfaces and resources, and patternized approaches for manipulation of resources.

### **Publication: OAuth 2nd Party Extension**

This Authentication protocol is an extension of the OAuth 1.0 protocol which enables websites or applications (Consumers) to access Protected Resources from a web service (Service Provider) via an API, without requiring Users to disclose their Service Provider credentials to the Consumers. More generally, OAuth creates a freely-implementable and generic methodology for API authentication.

### **Fellowship One developer portal**

A developer portal / Developer API providing access to developer based forums and information for programming against APIs.

## Skills

Agile Methodologies

Continuous Delivery

Web / App / Systems Development

Test Driven Development

Cloud / Hybrid Computing

REST API Development / Design

.NET Framework / .NET Core

C#

JavaScript

TypeScript

## **Raspberry Beacons**

The intent of this is to provide a quick, simple, fun and inexpensive alerting beacon that can be connected to any type of service and be used as a visual notification that "something" is happening.

The more concrete use for this is when you have a need for a visual queue like your latest build has hit production, your site goes down and you've turned your devices to "silent", or you want to know when a specific application crosses some threshold. The big boys use huge LED monitors to do the same but you and I know that it can all be done with just one LED.

## **nuget-test**

A PowerShell based testing framework that helps you test your nuget packages.

## **winfo**

The intention of the project is to have some sort of configuration gathering mechanism that can get the system info from one machine that can be used to generate a close to identical match on another machine or virtual. This is ideal for troubleshooting software in environments not owned by the troubleshooter.

## **Contact**

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