

RYAN PETRELLO

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PROFILE

A nimble technologist who specializes in web application and systems development from product formation through deployment. Experienced in the implementation and maintenance of software in an agile environment.

EXPERIENCE

Principal Software Engineer

Ansible by Red Hat

Jan 2017 - Present

Atlanta, GA

Worked on Ansible Tower, a distributed API, web service, and web-based console designed to extend Ansible for enterprise IT teams. During my time here, I played a lead role in the design and implementation of several key product features and subsystems, particularly in relation to the distribution and scaling of Ansible playbook runs across large-scale enterprise infrastructure.

Lead Cloud Developer

Senior Developer

DreamHost

Aug 2016 - Jan 2017

Feb 2012 - Aug 2016

Atlanta, GA

Served as a lead developer on DreamHost's public cloud service, DreamCompute. In this role, I led development on a wide variety of systems and services ranging from a utility billing system to a web-based interface used by customers to manage virtual servers, networks, and storage. I also played a pivotal role in the creation of the OpenStack Astara project, an open source network orchestration service designed for provisioning virtual network functions in OpenStack deployments. During the Newton (Spring-Fall 2016) release of OpenStack, I served as the Project Technical Lead for the OpenStack Astara project.

Led the development of a re-imagined signup process for DreamHost's entire product line, and played an active role in its deployment. Helped spearhead the introduction of RESTful APIs into legacy systems, and encouraged the use of best practices through testing and continuous integration.

Director of Web Engineering

Lead Software Developer

Pictage, Inc and ShootQ, LLC

Nov 2010 - Feb 2012

Dec 2007 - Nov 2010

Atlanta, GA

From 2007 to 2010, played a central role in the design and implementation of **ShootQ**, a software-as-a-service used by photographers to manage and run their businesses. My responsibilities included the design and implementation, the management of production architecture, and defect resolution for current and legacy versions of ShootQ.

In 2010, the ShootQ product and team were acquired by Pictage, Inc. From 2010, led software engineers in the development of web software and services for professional photographers. Balanced architectural and development roles to guarantee consistent product quality and high service availability across our software. During this time, I worked extensively on the design, implementation, and deployment of several products, such as a platform for theme-able portfolio websites and a system used by photographers for scheduling and collecting recurring payments associated with weddings and portrait sessions.

Owner, Creator

DraughtCraft.com

Created, deployed, and maintained an online web service used by home beer brewing enthusiasts internationally to create, browse, and share recipes for popular beer styles.

Atlanta, GA

Jun 2011 - Present

Owner, Software and Web Development Contractor

ryanpetrello.com

Worked as a custom design and software development contractor for a variety of businesses across the US.

Atlanta, GA

2004 - Present

EDUCATION, OTHER WORK

University of West Georgia

Bachelor of Science, Computer Science, cum laude

Carrollton, GA

Sept 2004 - Dec 2007

Presenter, Co-Organizer, Python Atlanta Meetup

Presenter, PyCon 2011, Distributed Tasks with Celery