

# RYAN PETRELLO

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## EXPERIENCE

### **Senior Manager, Software Engineering**

#### **Principal Software Architect**

*Mission Cloud*

Jan 2023 - Present

May 2021 - Jan 2023

Atlanta, GA

Led a team of engineers building Mission Control, a SaaS platform for AWS cloud visibility, automation, and insights. Collaborated with product, marketing, and design teams to build upon and extended Mission's internal systems to support new cloud-based software products for customers. Identified and designed integrations with Mission's ISV partners and tooling. Roadmapped technical project goals, mentored, and reviewed work by a team of 10-15 contributing engineers.

### **Senior Principal Software Engineer, Architect**

#### **Engineering Team Lead**

#### **Principal Software Engineer**

*Ansible by Red Hat*

Jan 2021 - Apr 2021

Jan 2019 - Dec 2020

Jan 2017 - Dec 2018

Atlanta, GA

Led a cross-functional team of 15-20 (frontend, backend, QA software engineers) as the architect of Red Hat's Ansible Tower product, an enterprise software platform designed to extend Ansible for IT teams. During my time in this role, I led the design and implementation of software products and services used by a majority of Fortune 500 companies.

Worked on the transition of the closed-source Ansible Tower product to a robust Red Hat-sponsored open source project and community, Ansible AWX. Served multiple years as a lead open source maintainer for the Ansible AWX project. Responsibilities included upstream code contributions, online and conference-based community organizing and sponsorship, upstream issue and mailing group maintenance, upstream release management, security/CVE coordination with other open source projects in the Python ecosystem, among other responsibilities.

### **Lead Cloud Developer**

#### **Senior Developer**

*DreamHost*

Aug 2016 - Jan 2017

Feb 2012 - Aug 2016

Atlanta, GA

Worked as a lead developer on DreamHost's OpenStack-based public cloud service. 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.

Led the development of a re-imagined signup process for DreamHost's entire product catalog. 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 platform 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 ShootQ.

In 2010, the ShootQ product and team were acquired by Pictage, Inc. From 2010 onward, led a small team of 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.

**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 an independent 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 (2010 - 2018)*

*Presenter, Ansible Automates (Atlanta, GA, 2017)*

*Presenter, PyCon 2011, Distributed Tasks with Celery*