

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 Architect

Mission Cloud

May 2021 - Present

Atlanta, GA

Architected and led a team of engineers building Mission Control, a single integrated web interface used by Mission customers to access and manage all of their subscribed cloud services. Collaborated with Product, Marketing, and Design teams to build upon and extended Mission's APIs to power a new SaaS-based user experience 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 contributing engineers.

Senior Principal Software Engineer, Architect Open Source Project Maintainer (Ansible AWX) Engineering Team Lead Principal Software Engineer

Ansible by Red Hat

Jan 2021 - Apr 2021

Sep 2017 - Apr 2021

Jan 2019 - Dec 2020

Jan 2017 - Dec 2018

Atlanta, GA

Led a cross-functional team as the architect of Red Hat's downstream Ansible Tower product, an enterprise software platform designed to extend Ansible for IT teams. During my time here, I drove the design and implementation of key product features and software systems, particularly in relation to the distribution and scaling of Ansible automation across large-scale enterprise systems.

After the acquisition of Ansible by Red Hat, worked on the transition of the closed-source Ansible Tower product to a robust 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 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

Atlanta, GA
Jun 2011 - Present

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.

Owner, Software and Web Development Contractor
ryanpetrello.com

Atlanta, GA
2004 - Present

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

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, PyCon 2011, Distributed Tasks with Celery