

Shane Dowling
shane@dowlings.net
315 Fairmount Ave
Santa Cruz, CA 95062
(831)-460-9150

OBJECTIVE

- To obtain a senior position in a dynamic company where I can contribute to the growth of the company.

SKILLS

- Accomplished Software Engineer with the technical skills to define and automate your build and release process, test the results and manage the product release.
- Creating build scripts using shell scripts, Perl, Ant, Makefile and Batch file scripts on UNIX and Windows.
- Familiar with many programming languages including C/C++/C#, JAVA, Perl, Javascript and PHP.
- Extensive experience with Perforce. Experience with Subversion/CVS, and Git Software Configuration tools (Source Control).
- Ability to integrate build and release process with the development and QA cycle.
- Have repeatedly created automated, reliable and reproducible build processes.
- Managed the QA group consisting of Quality Assurance Engineers and a Build/Release Engineer for multiple releases.
- Budget and Planning for Quality Assurance and Build/Release organizational requirements.
- Manual and automated testing of a complex enterprise software product, including regression, functional and performance testing.
- Using C, shell scripts and rpm can create and maintain custom installations on UNIX, Windows, and Macintosh platforms.
- Experience with UNIX, Windows, and Macintosh operating systems.

EXPERIENCE

Apple Inc Cupertino, California, 2011 to 2017

Senior Software Engineer - Senior Release Engineer

- Part of a team responsible for improving and maintaining distributed based build system using Jenkins and shell scripts.
- Create web based reporting tools for Project Managers using shell scripts and php.
- Git administration using Gitolite including branching, reporting and assisting with project and end user support.
- Subversion administration, including branching, support and reporting.

Syniverse, Campbell, California, 2010 to 2011

Senior Software Engineer - CM

- Responsible for improving and maintaining distributed web based build system based using apache, php, shell and mysql.
- Help development teams with their build and packaging for release to production, including assisting with build scripts, packaging and source layout of new products.

- Promote uniform packaging standards within the company.
- Perform administration, project and end user support.
- Jira administration and end user support.

1365 a Seagate Company/MetaLINCS Corp, San Jose, California, 2004 to 2009

Principal QA Engineer

- Responsible for investigating performance of product.
- Create and run test functional test plans.
- Assist Customer Service group as needed.

Quality Assurance Manager

- Promoted to QA manager after 2+ years of being a successful Build and Release Engineer.
- Responsible for managing all of the Quality Assurance functions, including budget, direction and adding new personal to the team.
- Lead QA team of 5 local QA Engineers, 1 Build and Release Engineer and 2 offshore QA Engineers.
- Provided assistance to our Customer Support Department with customer requirements and, as necessary, interfaced with customers.

Senior Build and Release Engineer

- Converted CVS and Visual Source Safe repositories to Perforce.
- Created internal documents for using Perforce at MetaLINCS and conducted training classes.
- Created automated build system using bash shell and perl scripts that ran on both Linux and windows.
- Used both Perforce and Subversion source control systems for different projects.
- Created automated deployment and test scripts for initial sanity testing
- Running sanity tests on the MetaLINCS Server and quick tests of the Client
- Track down and debug problems and issues that come up in the sanity test.
- Created Install Shield installations for Client and Server products

LightSurf Technologies, Santa Cruz, California, 2001 to 2004

Build and Release Engineer 2001 - 2004

- Work with Dev, QA and Production teams to ensure that releases are complete and ready for production.
- Manage work flow for the build processes and supervise build team.
- Continue to maintain source control, and develop build scripts.
- Created scripts that automated the build process for LightSurf products on various Unix platforms.
- Created Ant scripts that replaced Perl "makefile" scripts.
- Worked on configuration files for LightSurf products.
- Maintained the Perforce source control system, including system administration, branch management, backup procedures, and user support for 175 users.
- Converted CVS repositories to a Perforce depot. Create internal documents for using Perforce at LightSurf and conducted training classes.
- Maintained the development Unix servers. This included basic server maintenance, and writing scripts to help automate the installation of LightSurf products.

iPass Inc, Redwood Shores, California, 1999 to 2001

Build and Release Engineer

- Created and maintained scripts for the building and releasing of external and internal products on Unix and windows using Unix shell, Perl and Command shell scripts.
- Help Development team with Makefile creation and maintenance.
- Maintained the Perforce source control system, including system administration, branch management, backup procedures, and user support.
- Converted CVS repositories to Perforce depots.
- Create internal documents for using Perforce at iPass and conducted training classes prior to Perforce deployment.

Hyperion Solutions Corporation, Sunnyvale California, 1996 to 1999

Software Engineer 1998 - 1999

- Software development and testing for the Essbase OLAP server.
- Porting the main code developed on Windows NT to HP-UX Unix and Windows 98/95.
- Verifying/fixing multibyte character bugs reported by our Japanese partners.

Software Engineer/Build and Release Engineer 1996 - 1998

- Created and maintained scripts for the building and releasing of a large Client/Server product on various platforms including UNIX, Windows NT/95/3.1, OS/2 and Mac.
- Integrated smoke test into build process.
- Debugged any problems found, and reported them to the responsible engineer.
- Created and maintained installations on all platforms using C, shell scripts, InstallShield and Stuffit.
- Consistently released all platforms on one CD at the same release time.

Symantec Corporation, Cupertino California 1995-1996

SCM/Build and Release Engineer

- Responsible for building ACT! for Windows on Windows NT/95/3.1.
- Responsible for maintaining the patch process for older versions.
- Was involved in creating/testing the installation that used an internal installation program.

EDUCATION

San Jose State University, San Jose, California

Computer Science Major

DeAnza College, Cupertino, California

Cabrillo College, Aptos, California