EARL W. NOLAN

4737 W. Steele Street   Phone: (310) 902-8033
Torrance, CA 90503   Email: earl@nolans.us

Qualifications

Smart. Gets things done. Builds to last.

A leader experienced in mentoring others on API principles, debugging techniques, idioms, tools and design principles. A coding architect.

Detail orientated and persistent in solving problems. Focused on insuring that the customer's problem is solved in a high performing and usable manner.

Keywords Summary

GraphQL, Graphiql, SQL, Relational and NoSQL Databases, Enterprise Integration, Java, Spring Boot, Spring Data, JUnit, TestNG, Git.

Experience

Content.Ad (Broadspring)   2019-2020
SENIOR SOFTWARE ENGINEER

Content.ad provides an Ad Technology platform for advertisers and publishers generating over one billion impressions per day.

TECHNOLOGIES USED: AWS (Kinesis, Lambda, SQS, EC2), GraphQL, Graphical, Java, Python, Spring Boot, Spring Data, Kafka, NewRelic, Sentry.io, Pivotal, MS SQL Server, MemSQL, IntelliJ, Gradle, Maven

- Transformed a Kafka Stream processing project where master did not match binaries in production and was buildable only on a former employee's laptop into a stable, buildable and repeatable system.

- Led a double pilot effort to build GraphQL back end using Spring Boot, Spring Data to MS SQL Server to serve a new administration console front end while also developing an automated build and deploy workflow. Incorporated business logic locked up in existing MS SQL Server stored procedures.

- Solved JDBC connection pool topology imbalances via the Decorator JDBC Driver that spreads out new connections over all the IPs in the DNS pool. The imbalances were side effects of aggressive connection pool timeouts which were meant to more quickly respond to overwhelmed servers being removed from the DNS pool.

- Created an Integration Test Environment isolated from any production data/services in order to have a safe sandbox to test breaking changes.

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National Football League   2008-2019
SENIOR SOFTWARE ENGINEER

The Digital Media group is responsible for supporting all the 32 club web sites, nfl.com, superbowl.com, nfluk.com and the mobile applications. Statistical data from external sources such as Elias Sports Bureau and in game sources are seamlessly integrated with editorial content to produce a world class fan experience. A micro-services architecture supporting polyglot storage solutions over a multi-site data center involving various enterprise integration approaches among multiple vendors and internal services delivers a highly available and scalable solution.

TECHNOLOGIES USED: Kotlin, GraphQL, Graphiql, SQL, Oracle, MySQL, Redis, Cassandra, Kafka, Mule, Spring, Hibernate, Spring Integration, Spring Data, Spring Boot, AppDynamics, IntelliJ, XML, JSON, REST, GIT, JUnit, TestNG, JavaScript, Gradle, Maven

- Created Dynamic Console to allow for data driven exposure of console management.

- Led a pilot effort to apply primitive.io VR platform to aid in code understanding, found bugs and inefficiencies that were not possible to see using any other techniques.

- Created fe-store (open sourced to GOLD) allowing for rapid definition of new domain objects, reducing implementation time from a month to minutes. Used in nfl.com and superbowl.com.

- Technical lead overseeing maintenance and enhancement of the ClubSites platform, delivering the digital content needs of the 32 club web sites.

- Created the video encoding data flow orchestration, enabling the clubs to upload videos and having them served at different quality levels.

See https://www.linkedin.com/in/earl-nolan-1444101/ for full employment history.

Conference Talks

- Evolving APIs (Session and BOF): Code One 2018
- Evolutionary Tales of an API: Uberconf 2018, ArchConf 2017
- GOLD: An Open Source Dynamic Domain Service: Uberconf 2018, ArchConf 2017
- Practical Performance: JavaOne 2011
- Enterprise Service Bus - Lessons from the field: JavaOne 2010
  - Nice review of talk: https://mycenes.wordpress.com/2010/09/21/javaone-2010-enterprise-service-bus-lessons-from-the-field/

Open Source Contributions

- GOLD: Dynamic Domain Library. See: https://github.com/nfl/gold

- Graphql Mediator: Conversion library for converting results of GraphQl introspection query. See: https://github.com/nfl/graphql-mediator

Education

University of Southern California   M.S., Computer Science

University of California at Berkeley   B.A., Computer Science