

# THOMAS MANNING

🏠 THOMASMANNING.DEV

✉️ TOMMANNING235@GMAIL.COM

🐙 GITHUB.COM/ATOMICTOM

## 🔧 Skills

### Languages

- + Python
- + Rust
- + C/C++
- + Go
- + Java
- + Haskell

### Software

- + Linux/Unix
- + Bash
- + Git
- + SSH+tmux/screen
- + Vim
- + Inkscape

### Disciplines

- + Distributed Systems
- + Storage Systems
- + Site Reliability Engineering
- + Functional Programming
- + Data Analytics
- + Testing!

### Technologies

- + Shell Scripting
- + Regexes
- + Time Series DBs
- + Google Cloud
- + SQL

## 📁 Work Experience

### Google

*SRE - Persistent Disk*, Dublin, Ireland — Mar 2016 – Present

- + Developed our SLOs and built a culture around using them for engineering decisions within the team.
- + Lead for a product-wide effort which achieved an order of magnitude reduction in SLO burn in our device availability SLOs, significantly reducing customer pain.
- + Became SRE TL in 2020Q2. I brought up another SRE TL as the team grew.
- + Helped build the SRE team from 9 to 25; mentored many new teammates.
- + Led team roadmap development; split team into smaller work groups for more local decision making and planning as it grew.
- + Team monitoring guru: wrote much of our instrumentation, monitoring, alerting, and dashboards.
- + Worked on safe launches (and landings) of Regional Persistent Disks, device clones, PD-Balanced/Extreme, and more.
- + Built dashboards and FAQs for customer support; improved public docs.
- + Gave dozens of trainings and tech talks for PD and other teams.
- + The basics: code reviews, design doc reviews, consulting, oncall.

### Drone Aviation Corp

*Software Engineer Contractor*, Jacksonville, Florida — Jul 2015 – Feb 2016

- + Wrote a Ground Control Station (GCS) for drones as a RESTful web server.
- + Wrote code to operate a camera, using a binary protocol, with a gamepad.
- + Created a web-based UI for the GCS and camera.

## 📁 Neat Hobby Projects

### Reed-Solomon Encoder/Decoder 2020

A Reed-Solomon and Shamir's secret sharing algorithm encoder/decoder.

- + Code in Github for Reed-Solomon and Shamir's.
- + I also gave a presentation at work on the theory behind Reed-Solomon for fun.

### Fizzbuzz 2017

I did a fizzbuzz! Written in a toy language I made.

- + I wrote a small parser combinator library in Haskell (inspired by Parsec).
- + Then, I created a simple interpreted language called Rosy Boa.
- + Finally I wrote a fizzbuzz in Rosy Boa.

## 📖 Education

### BS: Computer Science

University of Central Florida  
December 2014

### Favorite Courses

- + Artificial Intelligence
- + Parallel Processes
- + System Software
- + Programming Languages

## ⚡ Interests

### Cognitive

- + Distributed Systems
- + Functional Programming
- + Mathematics
- + Automation
- + Parsers
- + Coding Theory
- + Wikipedia Spelunking

### Less So

- + Boulderling
- + Swimming
- + Hiking
- + Video Games
- + Puns

🏠 THOMASMANNING.DEV

✉️ TOMMANNING235@GMAIL.COM

🐙 GITHUB.COM/ATOMICTOM