

Franklin Hanner

Software Engineer

frankhanner.com
franklin.hanner@gmail.com

Looking to get back into the industry after a small voluntary sabbatical. Wearer of many hats. Understand the ins and outs of both the technical and business sides of software engineering. Experience working in small startups and big enterprises. Able to collaborate with engineers and business seamlessly. Process and detail oriented. Seeking next career step that will keep me hungry and wanting to learn more.

Skills

Java, C++, SQL, Javascript, Python, AWS, Linux/Unix

Experience

Google / Software Engineer

May 2014 - July 2018, Seattle, WA

Part of the Adometry acquisition required an entire rebuild of their product on the Google infrastructure. This involved extensive use of Java, C++, and Bigtable along with collaboration between the DoubleClick and Google Analytics teams. Built a logs processing system that was capable of handling 1 million+ QPS. It supported both batch and streaming capabilities. Alerting was built around the entire system and was used and leveraged by the on-call rotation. In June of 2017, lead effort in migration to a new logs processing framework.

Switched teams in December 2017 to work on the Supply Chain Platform (SCP) team. Lead the migration of NetOps from their existing third-party solution onto SCP's Demand platform. Also helped with Demand V2 rebuild efforts which included adding API functionality/features and adding pubsub functionality to the backend.

Recognition:

- Promoted in November 2016.
- 3 peer bonuses and 2 spot bonuses.
- Conducted dozens of onsite and phone interviews.

Adometry (acquired by Google) / Software Engineer

Aug 2013 - May 2014, Redmond, WA

- Built a backend system responsible for logging tracking requests.
- Built a frontend system to allow the client support team to more easily debug customer issues related to tagging.
- Maintained a 99.9% uptime.
- Oncall 24/7.

Nintendo / Software Engineer (3 month contract)

May 2013 - August 2013, Redmond, WA

- Refactored and migrated legacy batch jobs to run with new scheduling software (Control-M).
- Developed and debugged department-wide LDAP commons library.
- Wrote Java services for ecommerce transactions using Spring and myBatis.

Northrop Grumman / Software Engineer

June 2012 - June 2013, Baltimore, MD

- Developed UIs to simplify processes for our field engineers in the Middle East.
- Wrote patches for deployed systems.
- Developed backend for MSAF Intranet page.
- Created internal tools for our system admins.
- Software Release Manager for sister team.

Education

The Ohio State University / Computer Engineering

Jan 2009 - June 2012, Columbus, OH