

Josh Klar, Software Engineer

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I work remotely from the US state of WA, UTC-7/-8

Other contact info, references, etc. by request

i This is a truncated snapshot of my résumé. [See the full version including testimonials at klar.sh/resume.html.](#)

SKILLS

Cloud Infrastructure (notably AWS), Containerization (eg. Docker), Git, Go, Grafana (alongside Prometheus and Loki), Linux, NodeJS, PostgreSQL, Python, Redis, Rust, Systems Architecture, Terraform, TypeScript, [Writing digestible tech tutorials](#)

EXPERIENCE

SENIOR PLATFORM ENGINEER AT FOREM

Mar 2023 - Oct 2023

Departure: [Mass layoffs](#)

My role here was some parts a developer, for example the maintenance and evolution of the Forem Cloud SaaS offering's infrastructure, or the handling of operational maintenance inherent to running a Rails app on Heroku, but was in many more parts a mentor, tutor, and interface with an open-source development community. I worked to make our infrastructure confidently and meaningfully accessible by both any engineer at the company, and by external contributors to Forem's repository.

SENIOR SOFTWARE ENGINEER AT THE WANDERLUST GROUP

Oct 2021 - Oct 2022

Departure: Mass layoffs

My arrival marked the beginning of the eventually-3-person infrastructure team, sitting at the middle of two product development teams and tasked with service stability and developer experience. My role here was one part operational maintenance and evolution of a long-standing Rails monolith on Heroku, one part greenfield development of internal tooling, and one heaping helping of cross-team mentorship on best practices for developing observable, debuggable, and robust code.

**SOFTWARE ENGINEER AT
LOGIXBOARD**

Jan 2020 - Sept 2021

After joining as a seed-round engineer and helping to build the launch product, I went on to found the SRE and "DevOps" team here, tasked with all things infrastructure, operations, and developer experience.

I made our tens of thousands of lines of Terraform more accessible to product engineers, I oversaw and scaled both the public-facing multi-tenant application and the internal customer success tooling, I established logging, metrics, and observability practices, and I built developer tooling to build and deploy applications faster and more securely.

**SOFTWARE ENGINEER AT
LIVESTORIES**

Jul 2019 - Jan 2020

Architected and built new in-house data ingestion pipeline for US Census data capable of processing tens of millions of rows in under a half hour. Migrated backend services to an EKS-based Kubernetes cluster which I maintained.

**SOFTWARE DEVELOPER AT
LUMEN5**

Jul 2018 - May 2019

Full-stack development of a Django application and the observability and monitoring thereof, including integration with third-party media providers such as Getty and AudioBlocks.

**SOFTWARE ENGINEER AT
TEXTIO**

Jun 2017 - Jul 2018

I implemented performant APIs powering a latency-sensitive text editing application, I managed AWS resources with CloudFormation, I ensured data security and GDPR compliance in S3 and via new IAM policy rollouts, and I helped to level up the team's understanding of how and why Git works.

**SOFTWARE ENGINEER AT
SPOTON**

Aug 2015 - May 2017

Eventually becoming the de-facto lead of the frontend team, I rewrote the aging SpotOn frontend with modern web components, with performance and maintainability as key tenets. I also built microservices to shuttle around financial data.

**FREELANCE SOFTWARE
DEVELOPER**

2012 - 2015

This far back in time, I was working on things that resemble my contemporary work quite little, and some of the toolchains used aren't even maintained anymore! Why don't we just call it a résumé here and be done, eh?

FREE SOFTWARE CONTRIBUTIONS AND CREATIONS

AT WORK...

Zulip (employee-maintainer, briefly winter 2022-23), Forem (employee-maintainer), Seatrial, Kachess, Scrubbitize, ESPwrap (still used and maintained 7+ years later!), and more that I've forgotten by now, I'm sure.

AT PLAY...

KMK (a mechanical keyboard firmware), Gale (a highly experimental and WIP exploration of programming language design), PEP-498 ("f-strings") implementation for MicroPython and CircuitPython, Void and Gentoo Linux package maintenance, klar.sh itself, and more, some of which can be found on my projects page.

OTHER ACCOLADES

In my volunteer refereeing and play-by-play broadcasting work with FIRST Robotics, I've been recognized with two Volunteer of the Year awards, one at the 2019 FIRST Robotics Competition Canadian Pacific Regional, and the other at the 2023 FIRST Tech Challenge Washington State Championship.