

# Tony Diethelm Software Engineer

Portland, OR, USA | (503) 504-0013

tonydiethelm@gmail.com | <https://github.com/tonydiethelm> | <https://www.linkedin.com/in/tonydiethelm> | tonydiethelm.life

## Skills

JavaScript / ES6, Node.JS, Svelte and SvelteKit, React, Express and REST APIs, NoSQL and SQL databases, HTML/CSS, Statistical Process Control (SPC), TypeScript, Linux system administration, networking, Python, testing (Jest), OAuth, Containerization with Docker, Kubernetes, Git.

## Engineering Experience

**Humans Helping Humans** | Software Engineer and sys admin | 2022-present

- Designed and developed a Svelte application for anonymous polling, along with associated SQL databases and admin software.
- Wrote documentation for deployment of said application using containerization and docker for hosting and scaling.
- Deployed application and managed DNS records, logging, hardware and OS setup, etc.

**Khartes** | Software Engineer | 2021

- Engineered a Node.js and Electron application to query and manipulate Kubernetes metrics to create predictive alerts for OOMKill, Persistent Volume Disk Full, and incorrectly configured pod/node limits, and suggest YAML fixes for redeployment.
- Developed custom containerized Express applications to deploy to Google Kubernetes Engine cluster to create OOMKills and persistent volume disk full issues for testing of basic Khartes functionality. Open Sourced these for other developers to test Kubernetes Clusters.
- Created small scale custom database and controllers in Node.js to allow Khartes to create alerts and manage alerts through user interactions, serve alerts to Front End via Express.
- Built custom Node.js/Express controllers to implement Kubectl commands in Khartes, allowing Khartes to get pod/node information and container sections of YAML files.
- Team of 5 use Agile development model to manage development and maintenance, rotating SCRUM leader role to give experience to all team members. Hold regular mentorship meetings to bring up entire team's skills.

**Intel Corp** | multiple roles | 1999 to 2024

- Wrote documentation and Best Known Methods for process, operations, and repair used across three production plants.
- Maintained complex mechanical, electrical, plumbing, chemical delivery, motion control, electronic, and networking systems in production and development microchip manufacturing facilities.
- Coordinated work and planning between Engineering, Technician, Vendor, and Management teams with goal of reducing tool downtime due to waiting part, waiting technician, or waiting engineering plan to zero.

## Open Source Experience

**Holler** | 2022

- Built an Open Source Node.js NPM module for troubleshooting request and response properties through Express routes and pre/post Express middleware functions. Holler consolidates development console logs in express middleware.

**Unsocial Media** | 2022

- Designed and programmed a content management system using React, Express, and custom Node.js modules to dynamically create a site based on content saved locally, allowing users to easily modify content with near zero training.

**Free Geek instructor** | 2007 - 2016

- Designed curriculum and taught weekly community classes (computer repair, Linux command line, CNC basics) using traditional lecture combined with hands-on practice to communicate concepts to diverse groups of students.

# Education

**Codesmith** | Software Engineering Immersive | 2021

**Portland State University & Portland Community College** | Electrical Engineering | Ongoing

- Classes in Python, C, Computer Science and Electrical Engineering.

**Centralia Community College** | ATA

- component level electronics design and troubleshooting, classes in Troubleshooting, C, Assembly, Visual Basic.

# Interests

Parenting, playing ukulele, guitar, bass, building CNC machines, making serious and silly musical instruments, building Tiny Houses, living in an intentional community.