

## Contact

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## Top Skills

Java  
Distributed Systems  
ZooKeeper

## Languages

Spanish (Elementary)  
English (Native or Bilingual)

## Publications

Curator and Exhibitor: A better way to use and manage Apache ZooKeeper

J2EE Technology in Practice: Building Business Applications with the Java 2 Platform, Enterprise Edition

A Memory Manager for the Rest of Us

Apache ZooKeeper Made Simpler with Curator

Apache ZooKeeper Backup, a Treatise

## Patents

Multi-vendor internet commerce system for e-commerce applications and methods therefore

# Jordan Zimmerman

Team Lead at Grubhub  
Panama

## Summary

Jordan Zimmerman has had a distinguished career as a distributed systems and cloud developer. Formerly he was on the Platform team at Netflix. He created Apache Curator, the popular Apache ZooKeeper client as well as other open source projects. He has been published in the Software Developer's Journal, the Cloudera Blog, an Addison-Wesley book and many other publications. He and his wife live in Panama City, Panama.

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## Experience

### Grubhub

1 year 7 months

#### Team Lead Contractor

September 2019 - Present

- \* Technical direction, mentoring, hiring
- \* Java SOA
- \* Microservices
- \* Cassandra
- \* Distributed systems

#### Technical Lead Contractor

March 2018 - September 2019 (1 year 7 months)

- \* Technical direction, mentoring, hiring
- \* Java SOA
- \* Microservices
- \* Cassandra
- \* Distributed systems

### Elastic

#### Cloud Engineer

January 2016 - February 2018 (2 years 2 months)

- \* Member of the Cloud core team
- \* Part of platform team writing and deploying Elastic's cloud offering

- \* Java and Scala Services

- \* Docker, Elasticsearch, ZooKeeper, sbt, Vagrant, AWS

## Blue Jeans Network

Senior Software Engineer Contractor

September 2014 - December 2015 (1 year 4 months)

- \* Platform team

- \* Java/REST services

- \* Integrating Netflix OSS libraries

- \* ZooKeeper

## Qubole

Senior Software Engineer Contractor

December 2013 - September 2014 (10 months)

Member of team building cloud based Hadoop/Hive framework

## Riot Games

Senior Software Engineer Contractor

July 2013 - December 2013 (6 months)

- \* Big data and distributed cloud computing for the world's biggest online game, League of Legends.

- \* Java REST services

- \* Integrating Netflix OSS libraries

## Netflix

Senior Platform Engineer

April 2011 - July 2013 (2 years 4 months)

- \* Helped build the foundation - shared libraries and infrastructure components - that enables Netflix development in the Cloud

- \* Member Platform team

- \* Java services and libraries

- \* Initiated the Netflix OSS project by open sourcing Curator - now Apache Curator as well as Exhibitor and Governorator

## Proofpoint

Architect

March 2010 - April 2011 (1 year 2 months)

Software Architect in the Cloud Services group. Implemented a sharded, cloud-based Lucene search service. Helped architect new SaaS platform.

## SHOP.COM

Principal Software Architect

1997 - March 2010 (13 years 3 months)

Architect of AMOS – Altura Merchant Operating System, e-commerce platform used for a variety of websites. Helped transition Altura Software from vendor of developer tools to a dot-com.

## Altura Software

Senior Software Engineer

1992 - 1997 (6 years)

Senior Engineer in charge of Windows to Macintosh project. Technical Account Manager/Senior Engineer for several Macintosh to Windows projects. System design and implementation of Windows to Macintosh porting library. System design and implementation of QuickHelp - the WinHelp compatible online help system for Macintosh. QuickHelp was used by Apple Computer for its Macintosh Programmers Toolbox Assistant.

## Symantec Corporation

Software Engineer

1991 - 1992 (2 years)

Implemented major components of Q&A for the Macintosh, a flat-file database with integrated word processing. Lead Engineer of an eight person team. Draw Engine - sophisticated color "draw-type" graphics module. Design Module - user-customizable forms module. Memory Management. Instituted source code control system. Decision maker regarding technical issues. Responsible for developing engineering plan.

## Screenplay Systems

Software Engineer

1988 - 1990 (3 years)

Sole engineer on version 2.0 of Movie Magic Scheduling, the industry standard project management tool for the Motion Picture industry. Designed and implemented new functionality. Made the code ANSI C compliant. Ported code to MS/DOS from Macintosh. Added Desk Accessory and Control Panel features to the porting library. UNIX development experience. MS/DOS and Windows development experience. Wrote portable memory manager for Macintosh and Windows.

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## Education

Van Nuys High School

· (1979 - 1982)

Fulton Jr. High

· (1978 - 1981)