

KEVIN FITZPATRICK

WORK HISTORY

ASSORTED.TECH

Consulting
2004 - present

Software & Delivery Engineer

High availability infrastructure and web development.
Delivery pipelines and quality assurance automation.
Infrastructure-as-code and high availability microservices.

Data migrations and full stack scalability refactoring.
Monitoring dashboards. Workflow auditing. Bash / Python scripting. Docker, Ventoy, and QEMU development environment containerization.

These contracts highlight two decades of knowledge management, software, and quality assurance.

Red Thread Games
Feb 2016 - Dec 2017

Technical Founder and CTO

Inventing and building themed electronics puzzle games, winning awards for both presentation and mechanics.

Point of sale and print shop integration, gamified technical hiring processes with evaluation metrics foundational in long-term success.

Recieved overwhelmingly positive feedback from clients like Intel and Nike for our puzzle-based corporate team-building experiences.

This role honed my ability to mentor and grow a team while consistently delivering an outstanding product.

Oregon Catholic Press
Jun 2013 - Nov 2016

Developer / Analyst II + DevOps

Perl / PHP Software developer and backend automation support. Eliminated manual renewal for 100+ internally visible development and staging sandboxes, saving 3-10 days quarterly per developer.

Saved 3000+ development & QA hours yearly by reducing deployment time for 5-20 member cross-departmental groups from ~3 days to one-click.

Eliminated weekly 18 hour database editing freeze for 100+ employees by multithreading data ingestion process.

This experience highlights QA automation and optimization gains within a multi-team environment.

Planet Beast Gaming
2011 - 2016

Technical Lead + Sysadmin

Team development lead. Developed educational mod included in Microsoft's MinecraftEDU program. Organized the continuous integration of feedback from hundreds of staff and player volunteers while building software, cultivating community trust and protecting digital spaces.

Created automated deployment server cluster with custom client & mods for staff and thousands of monthly users, achieving top 5 community ranking for novel game designs and exceptional player experience.

This experience demonstrates competency mentoring and coordinating remote-first teams while creating high availability distributed systems and build pipelines.

Location Evans WA, 99126

Email kevin@assorted.tech

Office +1 (503) 893-9709

SKILLS

Analytics	●●●●●●●●○○○
Documentation	●●●●●●●●○○○
Project Lead	●●●●●●●●○○○
Automation	●●●●●●●●●○○
CAD / CAM	●●●○○○○○○○○○
Mentoring	●●●●●●●●○○○
CI / CD Pipelines	●●●●●●●●○○○
Programming	●●●●●●●●○○○
Data Structures	●●●●●●●●○○○
Refactoring	●●●●●●●●●○○
Code Review	●●●●●●●●●○○
Microcontrollers	●●●●●○○○○○○○
High Availability	●●●●●●●●○○○
Operations Support	●●●●●●●●●○○
Graphic Design	●●○○○○○○○○○○○

EDUCATION

- Portland State University 2020
Software Engineering
- Corban University 2010
Business Information Systems
- Cedarville University 2008
Mechanical Engineering

BIO

A parent of three, I'm happiest when wandering through the woods with my spouse and kids.

As a neurodivergent person with autism-spectrum children, I value people-oriented solutions that prioritize the accessibility needs and accommodations of my family and my teams.

When I'm not convincing silicon to sing, you can find me around the family farm doing chores, smithing a chunk of metal at the forge, or tucked into a comfortable corner reading something on management cybernetics or distributed computing.