

# Rob Zimmerman

For full resume, visit <https://zimventures.com/resume>

## SUMMARY

Experienced developer specializing in scalable applications and backend systems. Proficient in tools, automation, data processing, and AI integrations with a strong portfolio of successful projects and startups. Adept at working with diverse teams to deliver impactful solutions.

Let's build something amazing!

## PROFESSIONAL EXPERIENCE

### **DevHuddle**— Co-Founder & CEO

November 2023 - Current

- Designed & developed [modern chat platform](#) for software teams
- Deep LLM integration with Google Gemini, GitHub API
- Developed & operating golf pin sheet application - [Pin Sheet Pro](#)
- Contracting services to help AI companies accelerate their roadmaps
- Day-to-Day business operations

### **Mantium**— Staff Software Engineer

September 2022 - November 2023

- Designed and developed proprietary data ingestion pipeline
- Designed & Developed Open Source LLM scanning tool: [CHIRPS](#)
- Developed ChatGPT Plugin (used data from pipeline)
- Integrated Auth0 with platform
- Developed FastAPI routes and functionality
- Prototyped various POC's at CEO's request

### **DataRobot** — Senior Platform Engineer

April 2019 - September 2022

- Created in-house multi-cloud provisioning tool
  - Python 3 + boto3, libcloud, sqlalchemy
- Automated provisioning using Jenkins Pipelines
- Created GitHub Actions for CI/CD
- Participated in Agile sprint planning and execution

### **Oracle/Dyn** — Senior Software Engineer

June 2018 - April 2019

- Migrate Public DNS from Docker Swarm to Kubernetes
- DevOps duties for Public DNS in OCI: Deploy, host OS updates, certificate renewals
- Bootstrap Public DNS solution in new OCI region
- Miscellaneous bug fixing and unit test enhancements
- Containerize (Docker) Dyn's network automation deployment tool
- Update Chef cookbooks for network automation work items

11 Nartoff Road  
Hollis, NH 03049  
(603) 521-5279  
[rob@zimventures.com](mailto:rob@zimventures.com)

## Tools

Apache, Docker, Elementor, Game Maker Studio, GitHub/GitHub Actions, Kubernetes, MySQL, NGINX, PostgreSQL, RabbitMQ, SQLite

## Programming Languages

C, C++, Python, Javascript, HTML/CSS

## Open Source Projects

[StackZilla](#)  
[CHIRPS](#)

## SDK / API / Frameworks

Auth0, Bootstrap, boto3, Celery, Django, DPDK, FastAPI, Flask, Gemini, jQuery, LlamaIndex, memcached, OpenAI, PubNub, Qt, Slack, SQLAlchemy, Stripe

## Cloud Environments

AWS, Google Cloud, Linode, Microsoft Azure

## Zimventures, LLC — Owner, *Full-Stack Developer*

February 2016 - Current

### 3 Up Golf world's first online golf yardage book marketplace

- Designed, developed, and currently maintaining
- Django back-end with Bootstrap front-end

### Golf Tradr online fantasy golf real-time trading game

- Django real-time trading platform
- Celery & PostgreSQL used for job handling
- Real-time charts developed using Pandas, memcached, PubNub, and Google Charts
- Developed trading bots in Python for market liquidity
- Basic chat system implemented using PubNub

### Stackzilla (open source)

- Developed Python ORM for managing application infrastructure and software.
- Deep exploration of Python's import system
- Heavy use of AWS and Linode APIs

### Website Design

- Work with small business clients to develop online presence
- Custom brand guides
- Use Elementor for design & layout
- Hosting on Linode via Wordpress Multisite

## F5 Networks — *Principal Software Engineer & Team Lead*

September 2007 - October 2018

- Lead small team on skunkworks project: software-based TCP load balancer on Intel-only hardware. Implemented in C++ on Linux
- Used DPDK to create stateful disaggregation for multi-core concurrent network packet processing
- Developed fully functional control plane (CPDK) in Python
- Automation specialist for CGNAT feature.
- Developed Python libraries to receive IPFIX traffic
- Developed Web-based IPFIX collector in Django
- Managed automation team, coordinating with other development centers across the company

## Acopia Networks — *Automation Engineer & Tools Developer*

January 2004 - September 2007

- Wrote, executed, and automated test plans in Perl.
- Developed VMWare reservation harness in Perl.
- Developed and supported Perl libraries which abstracted Acopia device configuration. Libraries used by the entire test organization.
- Created web-based harness in Django for execution and triage of nightly regression tests. Bootstrap & jQuery used for front-end.
- Developed in-house test tools in C++ for file system validation

Acquired by F5 Networks in September 2007.

## **Published Video Games**

### *Dungeon Rustlers*

Steam (PC / Mac)

### *Zim's Word Game*

iOS, Android, Steam (PC)

## **EDUCATION**

Keene State College  
Keene, New Hampshire  
Class of 2000  
B.S. Applied Computer  
Science