

# BRENNA FLOOD

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## QUALITY-FOCUSED INFRASTRUCTURE ENGINEERING LEADERSHIP

### MANAGEMENT TOOLBOX

- Event Leadership and Facilitation
- Blameless Retrospectives
- DEI-Focused Leadership
- Standards Development
- Cross-System Integrations
- Collaborative Hiring / Onboarding
- Mentorship / Coaching
- Scrum-Certified
- Remote-first team communication practices
- Data-Driven Decision-Making
- ... and more!

### SOFTWARE COMMUNITY CONTRIBUTIONS

#### Books - Technical Review

[Modern System Administration - Jennifer Davis](#)

#### Certifications

[Certified ScrumMaster \(CSM\)](#)

Scrum Alliance - expires December 2024

#### Collaborating Fellow

BePlucky, 2020 - 2021

Ada Developers Academy, 2014 - 2018

Chef Community Summit, 2017

#### Conference Organizer

Open Source & Feelings (OSFeels), 2016 - 2018

#### Continuing Education

The Grand Leadership Forum, 2023

LeadDev Together Workshop Series, 2020

BePlucky - So Now You're a Manager (Management Workshop), 2019

#### Speaker

SeaGL, 2017

Internal Disney forums, 2016-2018

Keep Ruby Weird, 2014

CascadiaITConf - panel with Dr. Nicole Forsgren, 2013

### EXPERIENCE

Zapier, remote

Engineering Manager - Embedded SRE Teams  
SEPTEMBER 2022 - NOVEMBER 2023

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Stitch Fix, remote

Engineering Manager - Build Infrastructure  
AUGUST 2021 - FEBRUARY 2022

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Splice, remote

Senior Engineering Manager - Production Engineering (SRE and QA Organizations)  
SEPTEMBER 2020 - NOVEMBER 2020

Engineering Manager - Production Engineering (SRE, QA, Security Groups)  
JULY 2019 - SEPTEMBER 2020

Engineering Manager - SRE

APRIL 2019 - JULY 2019

npm Inc., remote

Engineering Manager - Infrastructure  
AUGUST 2018 - DECEMBER 2018

Senior SRE  
MAY 2018 - AUGUST 2018

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The Walt Disney Company, Seattle

Software Build and Release Engineer Lead  
JULY 2016 - MAY 2018

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Ex Libris (née ProQuest, née Serials Solutions), Seattle

Software Build/Release Engineer Lead  
APRIL 2013 - APRIL 2016

Software Build/Release Engineer  
JANUARY 2012 - APRIL 2013

Software Test Engineer Lead  
JANUARY 2009 - MAY 2012

Software Test Engineer III  
MAY 2005 - DECEMBER 2008

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Microsoft, Seattle

Software Test Engineer III  
JANUARY 2005 - MAY 2005

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PopCap Games, Seattle

Software Test Engineer / Lead  
NOVEMBER 2002 - OCTOBER 2004

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Riverdeep, Seattle

Software Test Engineer Lead  
JANUARY 2002 - SEPTEMBER 2002

## NOTABLE ACCOMPLISHMENTS ACROSS ORGANIZATIONS

- **Building new teams**
  - Hiring and onboarding plans
  - Cadences for plan review and modification
  - Hiring teams, building strategy and communications
  - Hiring strategy
    - Applying DEI principles
    - Creating, Applying, and Measuring against success metrics
    - Pivoting strategy based on the team maturity (Tuckman cycle)
- **Building audit and review team cultures**
  - Squashing technical debt
  - Gaining higher confidence in the overall project prioritization and management
  - Gaining higher confidence in software quality
- **Successful management of large initiatives / architectural work / refactors**
  - Deep knowledge of the overarching dependencies, scoping, sequencing

- Asking key questions of project team members and stakeholders at various gates in the project to uncover and resolve key problems early
  - Pivoting accordingly to assert initiative success
  - Engaging with the team on what can and should be measured, then using that telemetry to drive down cycle time in CI (build, test, etc.)
    - In one example, I identified and applied a 83% reduction (from 90 minutes to 15 minutes)
- **Management / Technical Coaching for SRE, Ops, and SQE/QA/SDET groups**
  - Training and education for groups that had no prior experience
  - Creating focus group collaboration and strategy through Guilds
  - Forming cross-team engagements on SLAs, frameworks, procedures
- **Introduction, education, adoption, and standardization of:**
  - SLAs/SLOs/SLIs, and Error budget handbooks
  - Observability tooling
  - Devops philosophy and practices
  - Engineering Organization Onboarding material using Lessonly
  - Educational workshop events and focus groups
  - Industry-standard QA methodology practices and procedures
- **Identifying and eliminating waste**
  - Examples:
    - Collaborating with Tech Leads and Principal Engineers to analyze and correct AWS instance sizing (over \$480,000 USD Annual savings in one case)
    - De-duplicating tooling, dependencies, as well as engaging in other efforts in stack-centric simplification
    - Deprecating third party products not in use, reducing costs and honing focus
- **Successfully negotiating the pricing for annual 3rd party contracts**
  - In some cases, saving thousands USD; in others, \$60K USD annual savings
  - 3+ years experience as the primary account holder for 3rd party contracts/vendor management, managing 10+ concurrent contracts
- **Keeping systems compliant:**
  - 12 Factor app (<https://12factor.net/>)
  - SAML authentication
  - Threat modeling review and engagement
  - Secrets encryption at rest and in transit (KMS, Vault, SSL/TLS HTTPS, etc.)
  - CI/CD-based security and vulnerability scanning (snyk, SonarQube, etc.)
  - PCI DSS (Payment Card Industry Data Security Standard)
  - SOX (Sarbanes-Oxley Act)
- **Fostering and maintaining crucial cross-team partnerships with Support, Ops, Security, and Engineering**