

James Ainslie

Platform and Observability Engineering

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SUMMARY

Platform engineer working across observability, Kubernetes, and developer tooling. I build in Go by default, run production infrastructure declaratively on Kubernetes and NixOS with GitOps, and instrument it with OpenTelemetry, Prometheus, and the Grafana stack. Recent work has focused on agentic engineering: authoring reusable agent skills and multi-agent workflows that encode test-driven development, adversarial review, and deployment discipline as tooling rather than convention.

SKILLS

Cloud & Platform: AWS SDK for Go v2, Cloudflare, AWS Load Balancer Controller, Azure DevOps SDK

AI & Agentic Engineering: Agent skill authoring, Multi-agent orchestration, Adversarial verification, Claude API and tool use, LLM gateway operation, Model Context Protocol (MCP)

Backend & Frameworks: Cobra, Stave (own build tool), React, Tailwind CSS, Bubble Tea / Lipgloss, Protobuf

Infrastructure: Docker, Kubernetes, Helm, Docker Compose, Talos Linux, libvirt

CI/CD & Build: GitHub Actions, golangci-lint, GoReleaser, Buf, ESLint, release-please

Languages: Go, TypeScript, Rust, Python, Terraform, Shell, Swift, SQL, JavaScript, Ruby

Observability & Telemetry: Grafana Alloy, Grafana, OpenTelemetry, Loki, Mimir, Tempo, Prometheus

Data & Messaging: Schema migrations, PostgreSQL, SQLite (modernc), ClickHouse, MinIO, Redis

Testing: testify, pytest, Vitest, Playwright