

Steven Andrew Green

Director of Technology · Hands-on software and infrastructure engineer

Salt Lake City, Utah · steven.a.green@protonmail.com · [linkedin.com/in/steven-a-green](https://www.linkedin.com/in/steven-a-green) · github.com/steven-a-green

SUMMARY

Technology leader and hands-on engineer specializing in PKI, smart-card middleware, build automation, and self-hosted infrastructure. I set technical direction across engineering, QA, DevOps, and customer escalation while still writing code, building test systems, and architecting infrastructure. My background spans DoD and DISA PKI environments, cross-platform middleware across Windows and 30+ Linux distributions, and large-scale virtualization and storage design.

SKILLS

Leadership & delivery

Technology strategy

Engineering & QA leadership

Automation strategy

Infrastructure planning

Customer escalation

Product deployment

Technical documentation

Software & scripting

Java C++ C# Bash PowerShell

AutoIT Unity Git Jenkins CI/CD

Build & release automation

Packaging (RPM, DEB, MSI, PKG)

Infrastructure & DevOps

Proxmox VMware ESXi Linux

Windows Server Docker TrueNAS

NAS / SAN architecture

SSD-backed storage UniFi networking

Cloudflare Tailscale

Security, PKI & middleware

PKCS#11 Smart cards

EXPERIENCE

Founder & Technical Lead

2026 - Present

Forgehaven Labs LLC · Salt Lake City, UT

- Founded an independent software, AI, and automation company to build and ship internal tools, native iOS apps, and web products.
- Incorporated the company as an LLC through a registered agent and established its legal and financial foundation: federal EIN, D-U-N-S number, and a dedicated corporate bank account.
- Stood up the company's infrastructure end to end: domain and DNS on Cloudflare, Google Workspace email with DKIM/DMARC, a GitHub organization, and private repositories.
- Set up an Apple Developer organization with App Store Connect access, API keys, and signing workflows, and built a Claude Code-driven CI/CD pipeline for automated App Store publishing with fastlane.
- Integrating Stripe payments into a product line on the company website.
- Set up collaborator networking across the home-lab stack, including a shared password vault and a NAS-backed dataset for company documentation.

Director of Technology

Jun 2024 - Present

90Meter Inc. · Salt Lake City, UT

- Added an appliance-based deployment form factor to the product lineup, building the deployment templates and supporting infrastructure that product lines now ship on, reducing cost, increasing speed, and improving margins.
- Led the company to a self-hosted IT infrastructure, deploying and administering the stack end to end: OpenProject (project management), Redmine (ticketing), Gitea (source control), Jenkins (CI/CD), Vaultwarden (shared secrets), SuiteCRM (CRM), an AI server, and a Mattermost chat service, mostly containerized with Docker and some on bare-metal OSes, so core tooling and team knowledge stay in house.
- Identified underutilized compute across the existing server fleet, recognized storage as the emerging bottleneck, and designed and led an SSD-backed SAN that breathed new life into every machine, saving the company hundreds of thousands of dollars in deferred hardware; added a separate HDD-based SAN for cross-site backups of all critical machines.
- Stood up an internal AI-assisted support system so engineers and customers get faster answers from one canonical knowledge base.
- Consolidated the test and build fleet onto Proxmox with UniFi networking for fewer machines, less downtime, and faster environment spin-up.

PKI middleware SSL / TLS

LDAP authentication S/MIME

Document signing Non-domain login

Windows .dll, Linux .so & macOS .dylib libraries

QA & collaboration

JIRA Confluence Regression testing

Automated & smoke testing Unit testing

CERTIFICATIONS

CompTIA Security+ via LinkedIn skills attestation

EDUCATION

San Diego State University

Spring 2019

B.S. Computer Science · Minor in Mathematics

Member, SDSU Cyber-Defense Club

Manager, QA and Automation Engineering

Feb 2023 - Jun 2024

90Meter Inc. · Newport Beach, CA

- Led the regression testing team, directing comprehensive runs through JIRA and providing Tier 3 customer support.
- Built and maintained client relationships across PKI product lines, diagnosing and resolving critical issues in customer environments.
- Optimized test-system configuration with scripting in Bash, PowerShell, and C# to streamline middleware library testing workflows.
- Developed automated test suites for software libraries using AutoIT on Windows systems.
- Authored Confluence documentation for printer, thin client, and thick client testing, improving team transparency and onboarding.

Senior Software Engineer

Jan 2020 - Present

90Meter Inc. · Newport Beach, CA

- Develop and maintain an automated build system using ESXi and Jenkins that cross-compile PKCS#11 libraries for a wide range of client architectures and operating systems.
- Engineer unit and smoke test applications in C#, C++, Java, Bash, and PowerShell that validate API integrity and cryptographic correctness across .dll (Windows), .so (30+ Linux distributions), and .dylib (macOS) libraries.
- Configured Jenkins via Git hooks to fire automated test suites on release branches across roughly five product lines, then deploy passing builds to internal systems for QA access.
- Wrote the packaging pipeline in Jenkins to produce RPM, DEB, MSI, and PKG installers for cross-platform distribution.
- Write test-system configuration scripts in Bash, C#, C++, Java, and PowerShell for smart card workflows: non-domain logins, LDAP authentication, SSL, document signing, and S/MIME.
- Collaborate with client PMs on SOWs, requirements definition, and issue resolution.
- Implemented a Git-based versioning system and restructured the NAS for cleaner historical tracking, archival integrity, and documentation.

Software Developer

May 2019 - Oct 2019

NAVWAR · San Diego, CA

- Built a battleship management application in C# and Unity that fused communication channels and defense-system tracking behind a touchscreen UI.
- Incorporated real-time physics simulation to track missile launches and surface vessels in the surrounding waters.
- Built an encrypted communication channel between the application and other onboard ship systems.
- Rendered 3D visuals of terrain elevation and surrounding objects, surfacing line-of-sight obstructions such as nearby landmasses when in view.
- Created a flexible UI wireframe project in C# and Unity for rapid feature prototyping.
- Worked in an Agile team, tracking feature work and bug fixes

through JIRA.