

Poppy

California, USA

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Experienced software engineering leader at tech startups in logistics, realtime collaboration, virtual worlds, and enterprise, building server software, tools, APIs, and infrastructure.

Objective

Work with chill people building awesome things.

Work with kindness, authenticity, and consideration, and people who value the same. Seek purpose with clarity and feedback. Seek collaboration and consent in agreements. Seek compassion that reality and the plan may diverge. Seek iteration toward honesty with reality. Hold integrity with my values, but have openness to hear how others see it.

Leave in time for family dinner.

Experience

EasyPost [http://www.easypost.com]	2023-12 2021-09	Staff Software Engineer, Carriers Core Platform	REMOTE
	2021-08 2020-04	Software Engineering Manager, Infra-Eng	REMOTE
	2020-04 2019-06	Senior Software Engineer, Infra-Eng	SAN FRANCISCO, CA

Shipping and postage label API and logistics services. Software engineer on core app server and microservices, then manager of infra team, then engineer on core carriers services (FedEx, UPS, DHL).

- Help architect app level sharding for the Ruby on Rails monolith, and extraction of vertical services.
- Create a code review team and process ("Monolith Deputies") to maintain code quality with high velocity.
- Lead team refactor of "events" high throughput webhook delivery service from MySQL to Cassandra.
- Create a culture of accepting warmth and togetherness through running of team daily standups, team daily pairing and group coding sessions, weekly company lecture series for years, and MCing the company annual hackathon twice. Help lead the infra team right after layoffs, through a pandemic, transition to remote work, transition to scrum, transitions of leadership, and new formal review and leveling process.

Ginger Labs [http://www.gingerlabs.com] NOTABILITY [HTTPS://ITUNES.APPLE.COM/US/APP/ID360593530]	2018-08	Software Engineer	SAN FRANCISCO, CA
	2016-08		

Note taking iOS app & productivity software company. Backend / Services lead on [twobird](https://twobird.com) [https://twobird.com], a real-time multi-user collaborative document email client, and other unreleased app prototypes. Auth systems, CRDT operation storage, continuous deploy automation, UI wireframe implementation. Tech: Typescript, React, Redux, Node, WebSockets, GraphQL, MySQL, Kubernetes on Google Cloud Platform, Google APIs, bash.

Figma [http://www.figma.com] NASDAQFIG [HTTPS://FINANCE.YAHOO.COM/QUOTE/FIG/]	2016-05	Software Engineer	SAN FRANCISCO, CA
	2015-09		

Illustration tool for UI designers. Employee 13. Got Figma running on more than one server. Led backend service production readiness for beta launch. Helped prototype a realtime collaboration server. Scripted AWS EC2 server config, rewrote deploy for horizontal scale, setup monitoring and alerting in DataDog and PagerDuty. Created policy and trained devs for 6-person on-call and deploy rotation. Tech: Bash, JavaScript / TypeScript, Ruby, and Python.

LiveLoop [http://www.liveloop.com] ACQUIRED BY MICROSOFT [HTTP://VENTUREBEAT.COM/2015/03/26/MICROSOFT-ACQUIRES-AND-SHUTTERS-POWERPOINT-COLLABORATION-STARTUP-LIVELOOP/]	2015-03	Software Developer	SAN FRANCISCO, CA
	2012-11		

5-person startup building a PowerPoint real-time multi-user collaboration plugin, and web presentation system. "Full stack" work: Python backend, PowerPoint and web as frontends.

- Prototyped web presentation app; helped interest new investors, raise funding. Iterated based on user, management, and board feedback. Debugged performance for real-time multi-user collaboration.
- Prototyped a content-addressed storage server (for version control using delta transmission with librsync)
- Wrote custom user analytics data visualization system using D3
- Designed product features / UX with team (and managed contract UX designer) in HTML, CSS, and JS

Linden Lab [<http://lindenlab.com>]

2010-07
2007-06

Software Engineer

SAN FRANCISCO, CA

Helped the virtual world Second Life bring several million "residents" joy, by working on backend system infrastructure software as **Poppy Linden** [http://wiki.secondlife.com/wiki/Special:Contributions/Poppy_Linden]. Helped:

- Scale, stabilize, and simplify code in real-time distributed systems (C++ UDP data server & "simulator", PHP & Python web services, caching, SQL analysis & optimization, etc.)
- Research, analyze, and report on data intensive systems and problems, e.g. latency, [data corruption](https://wiki.secondlife.com/wiki/User:Poppy_Linden/Network_Errors_and_Data_Loss_2008-01) [https://wiki.secondlife.com/wiki/User:Poppy_Linden/Network_Errors_and_Data_Loss_2008-01]
- Migrate a 200+ person team to the cross-platform build system **CMake** [<http://cmake.org>]
- Develop and support an internal platform for automated software testing
- Debug and patch issues (unicode, security, etc) found on Mac OS X, Linux, and Windows using many languages (C/C++, python, PHP, perl, bash / bourne shell, etc.)

BDNA [<http://www.bdna.com>]

2007-05
2005-04

Software Engineer (System Discovery)

MOUNTAIN VIEW, CA

Worked on **BDNA Inventory** [<http://web.archive.org/web/20070202063512/http://www.bdnacorp.com/products.shtml#bdna-inventorydiscover>]. Wrote software (mostly perl) to communicate with operating systems & servers via many protocols to inventory hardware and software. **Clients** [<http://www.bdna.com/customers/>] include Motorola, Kaiser Permanente, and US Navy.

University of Michigan AI Lab [<http://ai.eecs.umich.edu>]

2005-03
2004-09

AI Research Assistant

ANN ARBOR, MI

PROF. JOHN LAIRD

Contributed to **SOAR** [<http://soar.eecs.umich.edu/>] project, writing a VisualSOAR Eclipse plug-in based on the Java SOAR editor. Assisted with Mac OS X port of SOAR. Various lab help.

Education

University of Michigan [<http://www.umich.edu>]

2004

BS Computer Science

ANN ARBOR, MI

Curricular: Artificial Intelligence, Game Development, Graphics. Extracurricular: **Wolverine Soft Game Dev** [<https://www.wolverinesoft.org/>] (President 2002 & 2003), **Siggraph** [<http://websites.umich.edu/~siggraph>], **Entity Arts** [<https://websites.umich.edu/~entity/>], **UMich-MUG** [<https://mcommunity.umich.edu/#group:umich-mug>], **BUNAC** [<http://www.bunac.org/>]

Hobbies

Nonviolent Communication [<https://www.communicationdojo.com/>], **Nonviolent Tech** [<https://www.nonviolenttech.org>], robotics coaching **First Lego League** [<https://www.firstinspires.org>], retro video game console dev, privacy, cycling, DJing & music.

References furnished upon request.