

Joel Bradshaw

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Summary of Qualifications

Key Skills:

- Full-stack development of distributed, reliable applications in a multi-cloud environment
- Building performance-sensitive, high-throughput systems, balancing speed, complexity, and maintainability
- Administering Linux systems, monitoring resources, efficiently troubleshooting problems
- Quickly understanding large projects and systems, learning new languages and technologies as needed
- Engaging productively within a team to resolve disagreements and help best use members' individual skills
- Working and communicating with end-users personably and comfortably

Proficiencies:

- Languages:
 - Experienced in C++17, Javascript, Python, Puppet, BigQuery, SQL, PHP, HTML5/CSS3
 - Familiar with C, C#, Java, R, Node.js, Chef, Ansible, Perl, Bash scripting
 - Dabbled in/interested in Rust, Go, Scala, Haskell, Piet, MATLAB, Z80/M8C/MIPS Assembly
- Main tools and platforms used include Vim, Git, Vagrant, Docker, LAMP stack, GNU utilities
- Passionate about charts, graphs, mapping, and other beautiful data

Experience

Senior Software Engineer 2 - Citrix (acquired Cedexis), Portland, OR

July 2017 – October 2019

- Maintained cloud-native DNS platform using 9 billion daily measurements to make 3 billion daily decisions
- Led implementation of just-in-time DNSSEC in our dynamic DNS server, consulting RFCs and real-world usage
- Integrated new datastream into pipeline, working with partner vendor to identify and analyze key metrics
- Rearchitected and took ownership of connection manager that maintains tunnels between our 150+ servers
- Analyzed and provided visibility into BigQuery usage costs, immediately reducing our monthly spend by 20%
- Used perf and flamegraphs to identify and rewrite bottlenecks, e.g. reducing config read time by 30%
- Acted as liaison between teams, helping to devise solutions that accomplish everyone's goals

Founding Engineer - SERPs.com, Portland, OR

September 2009 – March 2017

- Built SaaS web analytics application from the ground up to over 400 customers and \$60k MRR
- Managed junior developer, assigning tasks, assisting with questions, and introducing to the codebase
- Developed Puppet spec to manage our infrastructure, increasing reliability and reducing deploy time 10x
- Provisioned machines from diverse providers including Linode, DigitalOcean, AWS, and colocated bare-metal
- Maintained and improved queue-worker cluster using several stages to process data from >500k daily jobs
- Managed MySQL servers and schema for a midsize database with >1m rows added per day
- Supervised transition to a sharded HA database cluster using MySQL Fabric and data warehousing, improving loadtime of most-used page >100x for large customers
- Added functionality and fixed bugs in outdated C extension, allowing PHP to connect to current Fabric
- Wrote hundreds of unit tests to cover thousands of LOC with custom Jenkins continuous integration server
- Built monitoring system with TICK stack and Grafana, improving issue response time and speeding diagnosis

Summer Software/Hardware Intern - Fluke Corporation, Everett, WA

June 2010 – September 2010

- Modified software and hardware in an existing product to meet higher safety requirements
- Wrote firmware to support new hardware in existing codebase, integrating with existing test suite
- Designed part of a complex system in coordination with a team of software and hardware engineers

Education

Bachelor of Science, Computer Science

Seattle Pacific University, June 2011

Bachelor of Science, Electrical Engineering