brad kittenbrink - software engineer

bradkitt@gmail.com
415-774-6765 (mobile)
566 Filbert St
San Francisco, CA 94133
https://github.com/bradkittenbrink
https://bitbucket.org/brad

summary

Generalist software architect and engineer with deep experience in C++, Python, Ruby, Golang, 3D Rendering, Crash Handling, build systems, and test automation and continuous deployment. Strong experience and affinity for teaching and mentoring less senior developers in engineering tools and practices.

education

Harvard University 2003 - BA w/ Honors Computer Science

work experience

2015-current - Gloebit LLC - Software Engineer & Co-Founder

- Joined Gloebit after previous technical co-founder left
- Helped lead the transition from prototype to working beta product and execute pivot to new market focus
- Led formalizaition of engineering processes and tools to support growing the team and increased iteration velocity
- including code review and continous build test and deployment processes and improvements in operational observability
- Led Application Deployment and AWS administration & database architecture and administration

2014-2015 - Freelance Development Contractor

Android App Development at tetherpad.com

- Contributed to porting iOS app to android
- Managed deploying app to Google Play Store (shared responsibility)
- Set up Alpha Testing channel in Google Play Store

2012-2014 - Parse Inc & Parse @ Facebook - Software Engineer

Full stack developer with backend focus

- Implemeted and maintained API servers in Ruby on Rails and golang api, and V8server in C++
- Led Cloud Code Long Running Jobs feature developemnt
- Client features in iOS/Android/Javascript SDKs and Python command line tool
- Chef configuration management
- Announced features launched: http://blog.parse.com/author/brad/
- Parse was aquired by Facebook in April 2013

2012 - Freelance Development Contractor

Android App Development at Coffee & Power Inc / worklist.net

- Implemented GeoFencing and Auto-Checkin features in "Coffee And Power" app

2011-2012 - Facebook Inc - Software Engineer

- PHP Web Frontend Development
- Embedded C & C++ development
- Android App Development
- Monitoring and Performance Metrics Development (with Hive database)

2007-2011 - Linden Research Inc - Sr. Software Engineer

Full stack developer with client focus

- Co-Designed and implemented Viewer automation testing infrastructure and framework
- Rewrote Viewer crash handling and was a leader of the CrashHunters task force
- Integrated third party tools Mozilla Soccoro and Google Breakpad for crash reporting and Google Omaha for delivering viewer updates
- Advocated for and delivered a framework and policies for maintaining our third party library dependencies.
- WindLight Technology integration, compatibility support, and maintenance.

2003-2007 - Windward Mark Interactive LLC - Co-Founder and Lead Engineer

Co-Founded a small game studio which was acquired by Linden Research Inc. to integrate our tech into Second Life.

- C++ architecture and implementation including serving as primary architect for game engine design
- Designed and managed testing infrastructure and framework
- WindLight Technology development, release management, and Developer Relations support
- Managed Small Office IT infrastructure

skils

C & C++ Python OpenGL GLSL Android Hive CMake JQuery PHP bash C# Mono Win32 Linux OS X DirectX Ogre Apache Golang Ruby Rails Mongodb AWS ElasticBeanstalk Nginx Vim

references availible upon request