

# Adam Buchen

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## About

### 15 year seasoned engineer / 9 years of engineering management

Accomplished engineer and technical leader with a proven track record of delivering scalable solutions across global organizations. Expert in designing, building, deploying, and maintaining systems that cater to millions of users. Experienced in developing and leading teams, fostering a collaborative and high-performing environment. Adept at managing roadmaps and facilitating seamless communication between engineering teams and other stakeholders on a global scale. Skilled in identifying process deficiencies, establishing metrics to evaluate those processes, and relentlessly iterating to drive improvements. Highly proficient in Agile methodologies, adept at running sprints, backlog grooming, retrospectives, and standups to ensure efficient project management.

**Languages:** Golang, Python, Java, PHP, Javascript, Typescript, Dart

**Databases / Caching:** Postgres, MySQL, ElasticSearch, Memcached

**Cloud Services:** AWS (Lambda, SQS, SNS, RDS, ECS, EC2, S3, etc.)

**DevOps:** CloudFormation, Terraform, Docker

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## Experience

### Altered Labs AI / Lead Infrastructure Engineer

FEBRUARY 2022 - JANUARY 2024

Played a pivotal role as one of the two engineers in the development of a scalable, cost-efficient AI workflow pipeline for inference-based generative AI, designed to accommodate large-scale inference needs of customers. Spearheaded the launch of Altersnap, a consumer-oriented iOS and Android application, leveraging face detection and generative AI to transform user selfies and videos. Employed Infrastructure as Code (IaC) and cloud-native technologies to optimize costs, while ensuring a customizable and scalable AI architecture. Contributed to the company's successful exit in 2024.

### Google / Technical Program Manager, Network Infrastructure SRE

JUNE 2019 - OCTOBER 2021 SUNNYVALE, CA

Oversaw multiple global network infrastructure projects, focusing on enhancing network reliability and performance. Successfully drove a critical four-year network reliability project to completion, overcoming long-standing challenges. Temporarily assumed a key role within a small team to coordinate Google's comprehensive response to the COVID-19 crisis. Planned and executed several multi-day cross-organizational summits, both in-person and virtual, to facilitate collaboration and innovation. Honored with two Feats of Engineering awards for contributions to project management and technical excellence.

### **Science 37 / Senior Software Engineering Manager**

MARCH 2018 - APRIL 2019, SAN FRANCISCO, CA

Steered the product development lifecycle for several large-scale projects from requirements gathering and kickoff onward. Served as lead and product owner for key technical initiatives, including a migration to microservices, a federally compliant audit trail, and platform adaptations for a SaaS model. Significantly enhanced the release process, elevating on-time releases from approximately 30% to 90% through meticulous process review and documentation. Acted as a technical liaison in discussions with leadership and during compliance audits. Mentored junior engineers, aiding in their career development, and played a pivotal role in hiring by collaborating with recruiters to define job requirements and evaluate candidates.

### **rewardStyle / Software Engineering Manager**

JULY 2015 - JAN 2018, SAN MATEO, CA

Ran the engineering team at the company's Bay Area office, serving as the technical engineering manager for multiple product vertical teams. Played a pivotal role in the hiring process, ensuring the selection of top talent. Collaborated with internal stakeholders to manage and align the product roadmap with business objectives. Provided team code reviews, as well as individual and group technical mentorship, fostering a culture of continuous improvement. Led team standup meetings, backlog grooming sessions, sprint planning, and retrospective sessions, driving Agile best practices. Evaluated new technologies and processes, making strategic build-or-buy decisions to optimize product development.

### **Thismoment, Inc. / Software Engineering Manager**

JUNE 2010 - MAY 2015, SAN FRANCISCO, CA

Led a team dedicated to developing new features and maintaining existing functionalities within a fully-customized Content Management System. Spearheaded the creation of Thismoment's Distributed Engagement Channel (DEC), the core infrastructure that powered scalable, responsive sites for numerous Fortune 500 and Fortune 100 clients. Integrated a variety of third-party REST APIs and authentication schemes, including OAuth 1 and OAuth 2. Engineered a system capable of ingesting hundreds of millions of social media posts from third-party APIs, storing them in Elasticsearch for easy retrieval and use in customer analytics.

### **ePlay LLC / Senior Software Engineer**

MARCH 2008 - SEPTEMBER 2009, SAN FRANCISCO, CA

Developed key features for ePlay.com, a predictive entertainment website, utilizing a full MVC implementation of the Zend Framework. Enhanced the core ePlay site's capabilities through an API, enabling the development of applications across Facebook and other social networks. Implemented server-side optimizations that significantly increased connection capacity and overall performance.

## **Yahoo! / Software Engineer**

APRIL 2007 - MARCH 2008, SAN FRANCISCO/SUNNYVALE, CA

Worked in a small group to develop the Worlds Platform, which powered sites such as The World of Star Wars as part of an agreement with LucasFilm. Built a robust, fully featured, and highly flexible Content Management System for Worlds Platform. Created and managed package build process for the team; collaborated with operations team for initial hardware setup and ongoing deployment of new releases.

## **CNET Networks, Inc.**

Data Intern / Data Producer / Associate Software Engineer /  
Software Engineer / Lead Engineer, GameSpot

OCTOBER 2003 - APRIL 2007, SAN FRANCISCO, CA

Progressed from a data entry role to a lead engineering position, demonstrating a strong aptitude for technical development and leadership. Spearheaded a major engineering initiative to rebuild GameSpot, including the development of a comprehensive suite of backend CMS tools. Engineered a special events framework that efficiently managed high-traffic pages for major events such as E3 and the Tokyo Games Show. Collaborated closely with project management, product, and sales teams to ensure alignment with the overall product strategy.

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## **Education**

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**University of California, Los Angeles / B.A. Political Science**

GRADUATED JUNE 2003, LOS ANGELES, CA

Pursued an Honors course load. Co-founded the UCLA Trivia College Bowl team, representing the university in tournaments nationwide.

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## **Patents**

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US 20150142486: Systems and methods for cloud-based digital asset management

US 20140100967 A1: Systems and methods for automated channel addition