

Austin Cripe

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Software Engineer with production experience building **customer-facing planning systems** in Clojure and ClojureScript, focused on clean domain modeling, real-time workflows, and reliable distributed systems. Strong emphasis on **clean design, testability, and operational reliability**.

PROFESSIONAL EXPERIENCE

Software Engineer

Clean Coders | April 2025 - Present

- Took ownership of development for **customer-facing planning and estimation features**, collaborating with product stakeholders to clarify ambiguous requirements and ship production-ready solutions.
- Designed and implemented **distributed, auto-scaling infrastructure** and **real-time communication systems** using WebSockets, Webhooks, AWS SNS/SQS, and ElastiCache (Redis).
- Implemented **end-to-end observability** using **OpenTelemetry** with **SigNoz**, deployed via **Docker**, enabling distributed tracing, metrics, and service-level visibility across production systems.

Audio Engineer and Application Developer

Sight & Sound Productions | April 2024 - April 2025

- Developed custom reports using Jaspersoft Studio and advanced SQL prompts.
- Built web application connecting warehouse and driver workflows using AWS Amplify, DynamoDB, and React.

SKILLS

Languages: Java, Javascript, Typescript, Clojure, ClojureScript, Rust

Infrastructure & Data: Datomic, Amazon Web Services, Docker, PostgreSQL, ElastiCache (Redis), SNS, SQS, Pub/Sub

Architecture: Distributed Systems, Pub/Sub architectures, Event-driven messaging

Backend & Real-Time: WebSockets, REST APIs, Express.js, Socket.IO

Practices: Test-Driven Development, Pair Programming, SOLID Design

PERSONAL PROJECTS

Custom HTTP Server (Java) | [GitHub Repo](#)

- Implemented a **framework-free HTTP/1.1 server** in Java, including routing, connection lifecycle management, and concurrency.
- Designed a clean separation between **HTTP protocol concerns** and **application logic**, enabling multiple applications to run on the same server.

Tic-Tac-Toe Platform | Clojure | [GitHub Repo](#)

- Modeled game state transitions and outcomes as pure functions, enabling deterministic simulation, replay, and AI evaluation.
- Deployed with CLI, Quil, and Hiccup for Command Line, stand-alone, and web GUIs.
- Emphasized clean separation between game logic, state management, and I/O.

EDUCATION

University of North Florida Development Course

October 2023

Full-time, Immersive Program

Ubuntu, Postbird, VS Code, Agile, Application Development

Full Sail University

September 2015

Bachelor of Science Audio Arts, Full-Time, Accelerated Program