Brandon George

Software Engineer (He/They)

reachbmg@gmail.com • (341) 345-8105
Sunnyvale, CA 94086 • linkedin.com/in/brandonmg99/
https://github.com/Brandon-mg
https://brandon-mg.github.io/

Backend Engineer with 3 years of experience implementing distributed systems in Python and Golang; Passionate in Rust with 1 year of experience developing web apps and backend tools; Project experience in Cloud architecture and Low level programming.

Core Competencies

- Embedded Software
- System Architecture
- Test-Driven Development

- Software Design Patterns
- Backend Development
- Continuous integration & deployment

- Performance Optimization
- Assembly Development
- Cross-functional Collaboration

Career Experience

Palantir – Palo Alto, CA   **Apr 2022 – Dec 2023**

Software Engineer – Product Reliability

- Developed and maintained data processing infrastructure, micro-services, functions, and tooling in C++, Python, and Golang; optimized scripts for test automation and monitoring, increasing iteration speed by 40%.
- Built and shipped containerized applications for internal use, enhancing efficiency and scalability; collaborated with cross-functional teams to provide programming support and coding guidance for data product development.
- Integrated external services like Datadog and Grafana to streamline data processing and data cataloging workflows; increased MTBF by 60%.
- Enhanced data accessibility by 75% by deploying and maintaining data ingestion infrastructure for processing pipelines like versioning, warehousing, telemetry processing.
- Ensured over 95% uptime by packaging and deploying Cloud-hosted containers using Terraform and Docker.
- Engineered testing suites and automation tooling to improve CI/CD workflow increasing PR quality and slashing release workload by 30-40%
- Ensured on-time delivery with 100% success rate on planned OKRs and achieved 50-60% of stretch goals by overseeing team and solo projects meeting KPIs and Business Requirements.
- Reduced manual work by 30% by automating JIRA infrastructure and ticket triage through implementation of APIs, scripts, and rules.
- Orchestrated on-call support operations during critical outages and customer-facing incidents and cybersecurity vulnerabilities, ensuring swift disaster recovery and meeting SLAs, resolving issues within 15 minutes, exceeding service level expectations.
- Administrated the code repo making design documents for new features, handle filed issues, performing code reviews and merging Prs. Proposed new release cycle planning which sped up feature implementation and iteration by over 150%.

Prototype Developer

Coordinated with a diverse team of medical students and developers with keen focus on researching and replicating traditional vision tests within virtual reality domain. Led testing and validation efforts for prototypes to ensure functionality, reliability, and user-friendliness through iterative feedback and adjustments.

Key Achievements/Contributions:

- Maintained accuracy exceeding 95% by redesigning medical tests using vision in VR setting.
- Designed and developed prototypes for various projects, while demonstrating proficiency in both hardware and software aspects.

Key Projects

ML Lip Reader (https://github.com/Brandon-mg/LipReader-Transformer)

- Reduced training time by more than 50% by improving lip-reading models to generate precise audio from silent videos.
- Deployed sequence-to-sequence architecture utilizing transformers to forecast audio, increasing quality score by 20%.

Rust Image Processor

- Built an image processing app for Discord that allows users to send images to a Discord bot with functions to modify the image.
- Practice async Rust development and binary data processing via image manipulation

Rust AI Chatbot (https://github.com/Brandon-mg/Rust_chatbot)

- Experiment with rust to dive deeper into memory safety and compilers.
- Understand process behind building web applications in Rust and how to use tailwind css.

Education & Credentials

Bachelor of Technology in Computer Science & Computer Engineering, Minor in Intelligent Systems
Manipal Institute of Technology – Manipal, Karnataka (Jun 2017 – Oct 2021)

Technical Proficiencies

Languages: Go | Python | Groovy | Java | Shell | Bash | C++ Programming Language | C | C# | Rust | React

Tools: Visual Studio Code | Git | Unix | Linux | Windows | Visual Studio | IntelliJ Idea | AWS | GCP | Terraform | Jira | Pytorch | Tensorflow | OpenCV | GCP | AWS | MySQL | Kubernetes | Cassandra | Spark