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| Brandon George  Software Engineer (He/They) | [reachbmg@gmail.com](mailto:reachbmg@gmail.com) • (341) 345-8105  Sunnyvale, CA 94086 • linkedin.com/in/brandonmg99/  <https://github.com/Brandon-mg> |

**Technically minded and analytical software engineer with hands-on experience in developing efficient, reliable, and maintainable software systems with solid foundation in computer science and extensive proficiency in Internet technologies.**

Skilled in collaborating with cross-functional teams to drive projects from conception to deployment and deliver high-quality products within tight deadlines. Capable of designing, developing, and implementing scalable solutions to complex technical challenges. Experienced with optimizing performance and enhancing user experiences through elegant and robust software architecture. Committed to staying abreast of industry trends and best practices to drive continuous improvement and innovation in backend engineering.

## Core Competencies

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| * Database Management * System Architecture * Test-Driven Development | * Software Design Patterns * Backend Development * Continuous integration & deployment | * Performance Optimization * Complex Problem Resolution * Cross-functional Collaboration |

## Career Experience

Palantir – Palo Alto, CA Apr 2022 – Dec 2023

Reliability Engineer

Leveraged technical expertise to develop and maintain micro-services, tooling, and scripts, like test automation and monitoring, in C++, Python, and Golang. Built and published containerized applications for internal use. Collaborated effectively with different divisions to offer cross-team programming support and coding practice guidance. Integrated external services, like Datadog and Grafana, with internal products by developing Prometheus sidecars and APIs. Owned pull request reviews and staging releases to ensure compliance with web application security standards. Provided on-call support during critical outages and customer-facing issues as part of disaster recovery, while meeting SLAs.

*Key Achievements/Contributions:*

* Enhanced data accessibility by 75% by deploying and maintaining ETL processes for processing pipelines like versioning, archiving, telemetry processing.
* Ensured over 95% uptime by packaging and deploying Cloud-hosted containers using Terraform and Docker.
* Developed 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.

Manipal Institute of Technology – Manipal, KA, India May 2019 – May 2020

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 multiple prototypes for various projects, while demonstrating proficiency in both hardware and software aspects.

## Key Projects

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 accurately.

AWS Server

* Developed ec2 block with Linux distribution to host dedicated server executable for constant uptime.
* Mastered setup of AWS servers and security groups to enable global connection to server.

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.

## Education & Credentials

Bachelor of Technology in Computer Science & Computer Engineering

Manipal Institute of Technology – Manipal, Karnataka (Jun 2017 – Oct 2021)

* Minor in Intelligent Systems
* Coursework in Artificial Intelligence, Machine Learning, Natural Language Processing and Social Network Analysis

## 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 |