

# Graham Vasquez

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 Philadelphia

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 gvasquez.dev

 GitHub

 LinkedIn

I am a senior software engineer from Philadelphia with a love of building things that make people's lives easier (Both users and other developers). From designing scalable APIs and managing deployments in Kubernetes, to building out dev tools and reducing friction in the SDLC.

## EXPERIENCE

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### Senior Software Engineer | iHeartMedia

March 2024 - Present

- Designed and built LLM-powered article enhancer prototype for editorial team, improving article output by 10% and increasing ad revenue. Collaborated with LLM provider to migrate API to webhook architecture, reducing timeouts by 60%.
- Led design of V2 SuperGraph utilizing GraphQL Mesh, Hive Gateway, GraphQL Codegen with custom schema and trusted query registries.
- Designed and implemented code linting/formatting packages and integrated AI code reviews to reduce manual PR review overhead for 12-engineer team.

### Software Engineer | iHeartMedia

January 2022 - March 2024

- Migrated REST API powering Premiere Network show subscriptions and content to GraphQL, improving integration with existing infrastructure and enabling faster client development velocity.
- Contributed to NATS-to-SQS migration design discussions, targeting 5% cloud cost reduction and 20% fewer outages.

### Software Engineer | Crowdcast

December 2020 - December 2021

- Developed key Crowdcast V2 feature: presenter/guest staging area for pre-live preparation, contributing to platform scalability and user experience improvements.
- Maintained legacy Angular/Firebase/MongoDB infrastructure while migrating to V2 architecture using AWS, Postgres, Kubernetes, Lambda, Hasura GraphQL, and NextJS.
- Contributed to architecture decisions for real-time messaging subscriptions, improving platform stability and performance.

### Web Developer | ClickPopMedia

September 2019 - December 2020

- Built and maintained production applications using Docker, MySQL, Postgres, MongoDB, Go, Laravel, NextJS, and jQuery.
- Managed CI/CD pipelines with GitHub Actions and created deploy scripts for Docker, VPS, and serverless providers including Digital Ocean, Linode, and Vercel.

## VOLUNTEER

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### PHLask

PHLask is an application that aims to make finding free resources easier. We recently completed dev work on our v2 application that will allow people to search for water, foraging, food, and clothing.

### PHL Code Club

I co-organize a monthly meetup in Philadelphia called PHL Code Club. Our focus is interactive sessions, but we also like to do project showcases or more traditional talks from time to time. It has been awesome to improve my communication and continue learning while building a community of like minded people. It has also given me opportunities to mentor and teach others individually.

## TALKS

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### TypeSafe APIs powered by GraphQL

Explained the basics of the syntax, type system, execution, and some pros and cons of GraphQL over other HTTP API types. Emphasized the ease of use when paired with code generation and the self documenting nature via introspection queries.

### Gleam for Typescript Developers

Introduced the Gleam programming language as well as a short introduction to functional programming. Compared common patterns in Typescript with their Gleam counterparts.

### Vim Motions: For Fun and Profit

Presented the basics of vim motions, operators and marks. Then I did a short demo with a widget to show my keystrokes. Fielded a bunch of great questions about vim, text editing, and terminals in general.

## EDUCATION

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### Degree in Computer Science: 2014

Northampton Community College