

Nathaniel Morihara

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WORK EXPERIENCE

Senior Software Engineer IV, Identity - Authorization, at Compass Inc. Summer 2021 - Present

- Maintained and developed 29 authorization services (Go/Java) serving >50 clients at up to 1,000 requests per second
- Advised ~32 client teams through meetings, reviews, ticketing and documentation including 16 pages of diagrams
- Wrote 62 pages detailing the new platform to decrease development overhead and centralize authorization definitions
- Reduced false Datadog alerts by 96% and shared learnings via org-wide Datadog dashboards and Slack channels
- Mentored 7 engineers (teammates and non-teammates) through 1-on-1s, document/code reviews and project coordination
- Conducted 76 interviews; facilitated discussions with other interviewers and made hiring decision as the interview leader

Senior Software Engineer III, Tech Infra - Builder Tools, at Compass Inc. Fall 2019 - Summer 2021

- Migrated the monorepo code review tool from Gerrit to Github, which supports 863 services and 50+ pull requests per day
- Implemented CircleCI improvements including 68% time and 60% error reduction with Bazel caching and CI checks
- Upgraded dependency management of 170+ Go services, enabling Snyk security checks and 4% reduction in the repo size
- Decreased support requests by 42% with fixes, over 2,000 lines of documentation and establishing office hours
- Led Python, Java and Go integration test framework project; managed 4 engineers across 3 teams in 2 different countries
- Contributed 2nd most files removed, 9th most files added, 15th most commits out of 990 contributors in the monorepo

Software Engineer II, Deals & Collections, at Compass Inc. Summer 2018 - Fall 2019

- Diagnosed 7 customer-facing services; reduced errors by 90% through migrations and bug fixes
- Founded the core authorization service in Go, designing APIs and PostgreSQL schema; serves 500 requests per second
- Documented org-wide best practices for code structure, testing, and logging; helped develop a Go reference service
- Established and contributed to org-wide Go libraries including Postgres, mock, and testing libraries and Bash scripts

Software Engineer I - III, Visual Presentation Services, at Workday Inc. Fall 2015 - Summer 2018

- Designed and implemented a Java service and JSON schema supporting internal and external application development
- Collaborated with UX designers and product managers to develop feasible and user-friendly page designs for applications
- Educated external and internal developers with demos, workshops and talks at company-wide conferences and hackathons
- Planned and drove documentation initiatives to educate Cloud Platform developers using our services
- Served as my team's representative to integrate a subsidiary company (Platfora) into the Workday ecosystem
- Managed 4 interns and mentored 5 teammates by providing pull request feedback, delegating tickets and 1:1 mentorship

SKILLS/TECHNOLOGIES

Advanced: Golang (Go Modules) • Java (Guice) • CircleCI • CI/CD • Github • Git

Working Knowledge: Python • Bash • SQL (PostgreSQL) • Bazel • Gerrit • Docker • Thrift • Agile • Datadog • Jenkins

Familiarity: Typescript (NodeJS) • AWS (EC2, S3, Aurora, EKS, Lambda) • Kafka • RocksDB • Kubernetes

EDUCATION

Cornell University, College of Engineering, Ithaca NY

May 2015

Bachelor of Science in Computer Science, GPA: 3.25, Dean's List Spring 2014 and Spring 2015

OTHER EXPERIENCE/PROJECTS

- Blogged about software engineering and game development on Medium and Itch.io; 17,000+ views, 18 followers
- Developed games (code, art, UX, UI, etc.) with Godot and pixel art with Aseprite
- Contributed to open-source software (Godot engine, Github CLI Extension (gh-tidy))