Andy Steinberg

Software Engineer and then some

Austin, Texas

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Summary

Full-stack developer with a focus on the backend, I have a demonstrated history of building high quality software. I've served as both an individual contributor and team leader. I am motivated by my love of solving hard problems and learning new things.

Technical Skills

Proficient

C# / .Net 8	JavaScript / Node.js	Automated testing
SQL Server / PostgreSQL	HTML / CSS	Dependency Injection
ORMs (Entity Framework)	VCS (Git / Hg / p4)	Bootstrap
HTTP / Rest API	Continuous integration	Functional programming
Software design patterns	OO principles / SOLID	Mentorship / Code review
Distributed applications	Backend system design	Jira

Some experience

Python / Flask	React	ELK stack
SQLite	Elm	Elixir
Flatbuffers	Svelte	F#
GCP / AWS / Azure	Typescript	MongoDB
Docker	Go	Redis
RabbitMQ	Shell scripting	RPC

Experience

Staff Software Engineer
[For Fun Labs](#) - Austin, TX
11/2022 - 1/2024
I was the lone backend engineer for the #1 virtual reality table tennis game. I implemented many core systems, including integrations for authentication and in-app purchases.

- Web and game server development (.Net)
- Gathered specifications and scheduled all backend work
- Rebuilt data access layer utilizing multiple caching tiers
- Rewrote data serialization layer for performance and standards compliance
- Built regression testing suite with high code coverage and CI (Azure pipelines)

Lead Backend Engineer
[CREXi](#) - Austin, TX
4/2022 - 10/2022
I led backend engineering on a larger cross-functional team. In addition, I made contributions to company-wide engineering, including the introduction of an RFC process for new features.

- Provided requirements and acceptance criteria for tickets
- Migrated legacy .Net framework services to modern .Net microservices
- Refactored regression tests for microservices to fix inherent issues

Senior Software Developer
[Silencer Shop](#) - Austin, TX
5/2021 - 3/2022
Modernized a legacy .Net shop with modern technology and software design.

- Full stack development across multiple distinct .Net applications (Web, Windows, API)
- Completed integrations with such services as SSO, e-commerce, and fraud detection

Lead Backend Engineer
[Kabam](#) - Austin, TX
10/2018 - 4/2021
Engineering lead and manager across multiple multiplayer mobile games. As an engineer, I built automation tools (including the UX) that drastically reduced iteration time for game features.

- Built backend servers for games with different tech stacks (Node.js, .Net)
- Wrote code gen tools targeting various systems (server, client, database, network)

Senior Software Developer

[Michael and Susan Dell Foundation](#) - Austin, TX

7/2015 - 9/2018

Rebuilt a legacy internal web app as a responsive application that improved upon the original in every way. Sped up feature development so much that I ran out of things to do.

Software Engineering Manager

[BuildASign.com](#) - Austin, TX

4/2013 – 6/2015

Promoted to manager after being recognized as a leader by the rest of the engineering team. Wrote a number of tools to better track and publicize team performance. Coordinated and participated in the on-call rotation, volunteering as the permanent escalation engineer.

Senior Software Engineer

[BuildASign.com](#) - Austin, TX

4/2008 – 4/2013

Started as a junior full-stack engineer completely unfamiliar with the tech stack. Rebuilt the print image generation code which is one of the most critical systems at a print shop. Responsible for all tooling used by the manufacturing and shipping warehouse teams.

Engineering Scientist Associate

[Applied Research Labs](#) - Austin, TX

4/2006 – 4/2008

Wrote event processing middleware in C, as well as a Java UI application, on a classified project.

Software Engineer

[Raytheon](#) - Garland, TX

6/2003 – 4/2006

Java UI application development on a classified defense project.

Education

The University of Texas at Austin
B.S., Computer Science, 2003