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BEN RADLER

ENGINEER & CREATIVE HUMAN

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ABOUT ME

I'm a hacker living near San Diego, California. I write Ruby, Python, and Javascript. Learning and Making Things are my driving forces. Extreme Programming, Git, Jetbrains, and Adobe CC are some favorite tools in my toolbox.

In my spare time I take photos and videos, build and race FPV quadcopters, bike around (and break my leg), hack stuff, and relax. Sometimes I contribute to open-source projects on Github.

PROFESSIONAL PILLARS

Development

I design & implement Ruby, Python, and Typescript services from the ground up. I iterate and bugfix based on data and metrics gathered from ELK and statsd. I code with a pragmatic test-first philosophy, resulting in idiomatic DRY code that

Design

ReactJS, TailwindCSS, and Bootstrap are my frontend lifelines. I've earned the nickname Mr. Pixel. I'm as meticulous as I am minimal. Nothing makes me happier than good use of whitespace, symmetrical lines, and responsive layouts.

Dedication

I love to make the things under the hood beautiful, even though I know no one will ever see them. Does 1px matter? Hell yes.

complies with linters,
and raises test coverage.

TOOLBOX

Ruby: Rails, Sinatra, Rack

Python: Flask, asyncio

Javascript: ReactJS, Redux

Terminal: `git, zsh`

EXPERIENCE

Cruise

March 2023 - Present

Senior Software Engineer II

Role

Senior Engineer on Dispatch & Test Platforms Teams, with a focus on Cruise-wide performance projects.

K6 Load Testing

Led adoption of **K6** as Cruise-wide load testing platform.

Worked with Ridehail, Fleet, Delivery teams to develop unified load test scenarios to scale Cruise to over 2000 concurrent autonomous vehicles on the road.

End to End Testing

Led implementation of **End To End Tests** for Dispatch Team.

Authored end to end tests of several critical business flows which increase developer confidence and unlock rapid feedback during creation of new features.

Lyft

April 2017 - November 2022

Senior Software Engineer II

Role

Tech Lead on Simulation Platform and Reliability Teams (Developer Infrastructure), with a focus on Lyft-wide performance projects.

Simulatedrides Platform

Developed **Simulatedrides** platform built on Python's asyncio library. This critical piece of reliability infrastructure injects "simulated" users into the staging and production Lyft systems to mimic iOS/Android native clients.

Simulatedrides provides weekly production load tests for peak event preparation, driving traffic up to 7000 ride dropoffs per minute and adding hundreds of thousands of "simulated" users into Lyft systems.

Simulatedrides generates network traffic 24/7/365 in the Staging environment, offering realistic pre-production load to dozens of teams and hundreds of services across Lyft.

Acceptance Test Framework

Developed "Acceptance Test Framework" which runs highly reliable and easy-to-write end-to-end tests which gate deployments into production.

Leverages Python's asyncio library and AWS SQS for a simple yet highly scalable worker model which executes thousands of tests in parallel with no effect on deploy bake SLAs.

Teespring.com
September 2015 - March 2017

Engineering Manager, Tech Lead

Role

Led 6 person engineering team for Commerce team.

Achievements

Architect of **Teespring Storefronts** product, widely used by online influencers for merchandise sales (including YouTube)

Implemented **Rush My Order** "immediate fulfillment" feature. Allowed a buyer to pay a

$5.99 charge to have their order printed within 24 hours and shipped expedited. Resulted in approximately 5000 units/day increase in sales.

Built **Print Partner API** offering outsourced print partners to integrate easily with Teespring for fulfillment. Through this feature, Teespring expanded into additional merchandise categories such as mugs and totes, ultimately launching a new product every 2 weeks in 2017.

Worked on **Shopping Cart**, allowing buyers to purchase from multiple campaigns with a single checkout. Increased daily gross merchandise value by 10% and average basket size by 20%.

Implemented **Split Jobs**, allowing the fulfillment of different product types to be handled by different print partners. For example, a sticker can be fulfilled by a different printer than a t-shirt, all for the same buyer.

Led various **engineering-efficiency**-related efforts, such as improving CI speed, reducing flaky tests, and introducing "review apps" as staging environments for each pull request.

OneLogin

May 2013 - August 2015

Software Engineer

Role

Full Stack Software Engineer

Achievements

Helped design and implement a plan to move off of a Rails 2.3/Ruby 1.8.7 application and into a (modern at the time) Node.js and Rails 4 service-oriented architecture (re-building the plane while it flies). I simultaneously played a key role in developing an interim solution that allowed for zero downtime on our end-user dashboard, using read-only replica slave databases and RabbitMQ.

Led development on the NAPPS infrastructure that will power OneLogin's Native Mobile Application single-sign-on platform for years to come. I implemented an OAuth 2.0 Identity Provider, a Device Management Service, and a high-throughput token generation service.

Built a **Software Security Module (SSM)** using distributed Ruby (dRb). The SSM securely stores master/private keys such that no other service has direct access to them. I worked to identify and patch SQLI, XSS, timing attacks, and other Rails vulnerabilities, as well as improve app security based on quarterly iSEC audits.

Helped maintain and implement our open-source SAML toolkits. I helped build and deploy the first major update to OneLogin's SSO App UI on Twitter Bootstrap and an in-house AJAXY framework like Turbolinks.

Developed the hiring process for engineering, including general screening, and technical interviews; helped build "authentication" and "core" teams.

SAMPLE WORK

Lyft Engineering Blog Post - Acceptance Testing

Gating Deploys with Automated Acceptance Tests

A blog post I authored covering the Acceptance Testing Framework I helped develop and maintain at Lyft.

Lyft Engineering Blog Post - SimulatedRides: How Lyft uses Load Testing

Overview of Lyft's bespoke Load Testing Framework

A blog post I authored covering technical details and approaches to load testing which enabled Lyft to scale to its highest throughput ever seen.

SquareCrusher!

Swift + SpriteKit

Fast paced iOS action game built with Swift and SpriteKit. Custom sound effects, in game economy, unique gameplay, and 5 star rating!

Teespring.com

Ruby on Rails

Lead engineer and architect on storefronts, seller and marketing, fulfillment growth, and commerce teams.

Onelogin.com

Ruby on Rails, Node.js + Express

Senior engineer on Rails monolith and Node.js microservices.

LED Colorpicker || github link

Node.js + Express + Arduino + Beaglebone Black

A Node.js client/server application that uses Socket.io (websockets) to send RGB color data to an Arduino, and ultimately to a set of flexible LED lights. See the video and blog post here.

Boombotix.com || github link (private)

Ruby on Rails

Built entire site, front and back-end. End to end test suite built using RSpec, Capybara, Selenium.

Boombotix Online Store

Spree Shopping Cart

Built shopping cart platform based on Spree. Integrated, tested, and iterated using Optimizely A/B testing platform, and Clicktale heatmap/click tracking platform. Increased ecommerce conversion rate and revenue by over 2x in 2012.

benradler.com

Rails 7

This is my personal website where I discuss whatever the heck I want. Content often covers coding, photography, and hacking. It runs on a hand-rolled Rails application, deployed on Heroku.

EDUCATION

University of California, Irvine

Business Management, Film and Digital Media

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