



CONTACT

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EXPERTISE

Building SaaS products
Backend Development
Customer Obsession
Service Architecture
Engineering Culture
Mentoring

SKILLS

System Design
AWS
Database Design
Developer Productivity
GraphQL
Java / Kotlin
Kubernetes
NoSQL
PostgresDB/MySQL
Python

WRITING

[“How I Work” Personal README](#)
[Personal Tech Blog](#)

BONUS

Eagle Scout
Amateur Wine Maker
Black Belt in Taekwondo
I've rock-climbed Half Dome

PATRICK J. AULD

STAFF SOFTWARE ENGINEER

I am a product-minded engineer with experience in startups and large companies. My experience includes building high-scale SaaS applications and platforms in hypergrowth environments. I enjoy serving as primary engineering leader for multiple teams. I comfortably take on aspects of product management and strategy as well as be responsible for large tech projects end-to-end. I am open to Staff+ and CTO positions.

EXPERIENCE

2024 - 2025

Patreon

STAFF SOFTWARE ENGINEER

- >> Designed and launched a new version of Patreon's Subscription Billing system, processing more than \$2B annually, with zero billing errors. Entirely eliminating recurring performance incidents, improved observability, and unblocked high priority infrastructure migrations.
- >> Optimized PSP routing and dunning (retry) logic, cutting monthly fees by 5% and reducing transaction costs by 15%.
- >> Built Patreon's development MCP server integrating with remote dev environments, empowering engineers to use agentic AI for validating changes against databases and tests.

2021 - 2023

Flexport

STAFF SOFTWARE ENGINEER

- >> I designed and implemented a document digitalization system, resulting in a 40% increase in shipment data coverage with minimal cost implications.
- >> I designed and built the first searchable graph of Flexport's logistics network and a shipment optimization feature using it. At the time of my departure, the optimization was on track to hit a >20% improvement in take rate (profit).

2019 - 2021

Autodesk | *via PlanGrid Acquisition in 2018*

SOFTWARE ARCHITECT

- >> I was the tech lead for web, mobile, backend platforms, development workflows, AWS Infrastructure, and quality tooling. Eight teams of ~60 developers total reported to my group.
- >> I built a global multi-region deployment system based on Kubernetes, which allows Autodesk's construction products to be deployed and sold in the AU and the EU with data sovereignty guarantees. It runs thousands of servers for several hundred engineers.
- >> I developed engineering guidelines for Autodesk's 15,000 engineers as the Production Readiness Program Steering Committee. The committee was a hand-picked group of nine.
- >> I created an employee rotation program for ICs to try new positions. Voluntary attrition among participating teams dropped to almost zero while active.

2017 - 2019

PlanGrid

ENGINEERING MANAGER

This position spans PlanGrid and Autodesk

- >> I implemented distributed tracing across our application, from mobile devices to database calls. This resulted in nearly 100% coverage of user errors, allowed a 40% performance improvement in our mobile app, and exposed several infrastructure access errors.
- >> I implemented a Service Mesh using Istio for all backend services, resulting in fully encrypted network calls required by compliance. It was done with zero downtime and no commitments from service owners.
- >> I organized a recurring event that invited PlanGrid's vendors onsite for training and development, as well as internal tech talks, and served as an editor for our tech blog.

EDUCATION

Bachlors Computer Science
University of California, Santa Cruz

LINKS

Github

<https://github.com/PatrickAuld/>

X (Twitter)

<https://x.com/patrickauld>

LinkedIn

<https://www.linkedin.com/in/patrickauld/>

PlanGrid (continued)

SYSTEMS ARCHITECT

- >> I led our migration from Heroku to Kubernetes on AWS, saving >\$50k monthly costs.
- >> I designed processes, frameworks, and tools to break our monolith apart. Resulting in more than 60% of teams developing independent services within six months.
- >> I created cross-team groups and events to enable the sharing of ideas without negatively impacting development velocity, all while PlanGrid doubled its engineering headcount twice in 18 months.

2013 - 2017

Birst

LEAD SOFTWARE ENGINEER

- >> I designed and wrote authentication and edge proxy services as part of an SOA migration. Resulting in the monolith being broken into multiple services with no downtime.
- >> I designed and built a DSL-based testing harness for integration and systems tests that allowed non-technical teams to write tests covering all key custom workflows.

2011 - 2013

DOMO

SOFTWARE ENGINEER

- >> I designed and built the core customer steaming data pipeline that powers Domo. All customer data for DOMO's analytics product was processed via this product.

2007 - 2011

Elastra

SOFTWARE ENGINEER

- >> I built a Cloud normalization API and SDK to allow full-stack applications to be agnostic of the underlying platform. If that sounds hard now, try it in 2007.

2007 - 2007

NASA Ames

LUNAR IMAGE PROCESSING DEVELOPER

- >> I built moon.google.com in collaboration with Google

2006 - 2007

University of California, Santa Cruz

RESEARCH ASSISTANT

- >> I developed a method for tracking human movement in the presence of bulky clothing and using standard security systems.