

Adrian Garza

EXPERIENCE

2021+	Software Engineer II, Twitter Helped design and deliver a framework for uploading and running Beam jobs at global scale, coordinated across 3 teams and 2 orgs Maintained, supported, and added to in-house tooling running thousands of high-volume batch and streaming compute jobs
2018-2021	Senior Engineer, Autodesk Designed & led team of 6 in implementation of an AWS Fargate deploy pipeline Supported the Fargate pipeline to scale to 100s of deployments/week Designed a generic deploy format with 3 teams, SME for container specifics Optimized the Autodesk Forge Viewer to use BufferGeometry Generalized the Autodesk Forge Viewer extension to support arbitrary markup data Designed, built, and handed off a cost accounting system for >300-tenant ECS clusters Added dynamic oversubscription to cluster provisioning, saving >\$1m annually Mentored a summer intern who returned to my team after college Interim Scrum master for 6mo SME for one Sev1 incident
2016+	Personal Work Solo dev for two Unity games (Vapor Trails , forest-keep-mirror) Implemented a general-purpose Ghost AI for a fighting game Programmed generative art in p5.js

SPECIFICS

CLOUD TECH	ECS/EC2/Fargate, K8s, BigQuery, DataFlow, Hadoop, Aurora, Mesos Terraform, Jenkins, Spinnaker Large-scale AWS/GCP systems design
LANGUAGES	Python, Java, Scala, C#, Lua, Groovy TypeScript, THREE.js, Bootstrap, React, p5.js C/C++, GLSL, HLSL, \LaTeX
OTHER	NN design, general AI, Jupyter notebooks Unix, vi, sh, PowerShell 2D art (professional commission work) English, French, Spanish

EDUCATION

Columbia University '18, COMPUTER SCIENCE with specialization in INTELLIGENT SYSTEMS

PERSONAL INFORMATION

EMAIL: adrianhgarza@gmail.com
WEBSITE: 7cr.co
GITHUB: [garzaa](https://github.com/garzaa)
LINKEDIN: [Adrian Garza](#)