Adrian Garza

EXPERIENCE

2021-PRESENT	*Senior Engineer, Autodesk*
	Designed, led team of 6 in implementation of an AWS Fargate Spinnaker deploy pipeline
	Supported the Spinnaker pipeline and iterated with 8 first clients to meet business needs
	Worked with a larger team to design a generic deploy configuration format
	Optimized several render loops of the Autodesk Forge Viewer with a new geometry type
	Generalized a Forge Viewer extension to support arbitrary markup data

2018-2020	*Engineer, Autodesk*
	Designed, built, and handed off a cost accounting system for ›300-tenant ECS clusters
	Improved cluster scaling algorithms with dynamic resource oversubscription
	Mentored a summer intern who returned to the team after college
	SME for one Sev1 incident

2017	*Intern, Autodesk*
	Built an auto-generated Grafana dashboard for container metrics
	Integrated metrics dashboard with a larger cloud deployment pipeline

2017 - PRESENT	*Personal Work*
	Built a message-based game event system on top of Unity
	Made several generative art projects in p5.js
	Shipped a game beta on itch.io, discussed issues/roadmap with clients

STRENGTHS

CLOUD	Large-scale ECS cluster admin/monitoring
	Disaster-safe container deployment workflows
	Spinnaker & Jenkins automation
	CI/CD pipeline autogeneration
	Generalized Terraform modules

LANGUAGES	Java, C#, Groovy, Python
	JavaScript, TypeScript, THREE.js
	C, C++, GLSL, HLSL

OTHER	Rasterization & ray tracing render pipelines
	Generic NN design/methods (K-NNs, RNNs)
	French, some Spanish

EDUCATION

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

PERSONAL INFORMATION

EMAIL:	adrianhgarza@gmail.com
WEBSITE:	7cr.co
LinkedIn:	Adrian Garza