

John Doe

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PROFESSIONAL EXPERIENCE

Software Engineer, Model Infrastructure Anthropic	July 2024 — Present <i>San Francisco, CA</i>
<ul style="list-style-type: none">Designed and maintained high-throughput inference infrastructure serving Claude API traffic at scale, achieving 99.99% uptime across multi-region deployments.Built distributed batching and scheduling systems in Python and C++ to optimize GPU utilization across thousands of accelerators, reducing inference cost by 30%.Developed internal tooling for model evaluation pipelines, enabling rapid iteration across safety and capability benchmarks for pre-release model versions.Collaborated with research teams to productionize new model architectures, owning the full path from prototype to serving infrastructure.	
Software Engineer, Market Data & Connectivity Hudson River Trading	July 2023 — June 2024 <i>New York, NY</i>
<ul style="list-style-type: none">Developed ultra-low-latency market data processing pipelines in C++ handling 10M+ messages/second with sub-microsecond processing overhead.Optimized critical path network I/O using kernel bypass (DPDK) and lock-free data structures, reducing median tick-to-order latency by 40%.Built and maintained exchange connectivity adapters for equities and futures venues across US and European markets.Contributed to internal simulation framework used to replay historical market data for strategy backtesting and system regression testing.	
Software Engineering Intern Amazon Web Services	June 2022 — August 2022 <i>Seattle, WA</i>
<ul style="list-style-type: none">Built a distributed tracing feature for AWS Lambda, surfacing cold start latency breakdowns in CloudWatch, shipped to production and used by 10k+ customers.Wrote automated integration tests across 3 AWS regions, catching 2 critical regressions before release.	

EDUCATION

Massachusetts Institute of Technology (MIT) <i>B.S. Computer Science & Engineering / GPA: 4.8/5.0</i>	Cambridge, MA <i>September 2019 — June 2023</i>
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SKILLS

Programming: C++ (expert), Python (expert), Rust (proficient), Go, Bash
Systems: Distributed systems, low-latency networking, DPDK, lock-free concurrency, CUDA
ML Infrastructure: Model serving, inference optimization, GPU scheduling, PyTorch
Tools: Git, Linux, Docker, Kubernetes, AWS (EC2, Lambda, CloudWatch)
Languages: English (Native), Spanish (Conversational)