

Alec Gorge

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CTO @ Prime Trust

VP of Engineering, Jan 2019–May 2020 EVP of Engineering, May 2020–Sep 2020 **CTO**, Sep 2020–Present

Financial-Infrastructure-as-a-Service Trust Company 122% Annual Growth Rate Ruby, Postgres, Redis, React, JavaScript

- Created a unified 250 req/s API (REST & GraphQL) in a regulated environment for a licensed custodian: automated KYC, custodial account opening, internal transfers, crypto custody, RFQ Bitcoin liquidity, credit card/wire/NACHA ACH processing, and debit card issuance.
- Joined pre-Series A and remotely led the Engineering group during a period of quintupled revenue starting from low millions/year in 2018.
- Built team from 4 people to 20 remote people as the company grew from 35 people to 200+ people. Established strong engineering culture of testing, feature flags, code reviews, pair programming, and mentorship. Built tooling to auto document API: documentation.primetrust.com
- Developed a highly efficient system in Postgres for processing 10M+ complex transactions per month in sub-50ms time per transaction.
- Worked directly with large integrating customers such as Binance.US, Bittrex, TrustToken, StartEngine, and strike.me.

OTHER EXPERIENCE

Instagram

iOS Engineer, Aug 2018–Dec 2018

- Ensured consistent, reliable, measurable video upload and delivery on the iOS Video Infrastructure team in Objective-C.
- Built debug tools and overlays to allow internal users to diagnose and report video playback issues in the Instagram iOS app.

Stack Overflow

Software Engineer, Feb 2016–May 2018

C#, .NET, Angular 1.x, SQL Server, Redis, Looker, Salesforce

- Built and maintained business-critical web apps for invoicing, accounting, calculating commissions, and customer success.
- Maintained SQL Server ETL process and LookML for Looker.
- Built first end-to-end analysis from purchase to product usage.

Apple

Apple WATCH Engineering Intern, Summer 2015

Owned & shipped user-facing features for Messages in watchOS 2/iOS 9. Developed internal tools to aid debugging issues.

Vitamin J

Software Engineer, Summer 2014

Architected, built, and launched the minimum viable iOS app for an Indianapolis-area tech startup disrupting social shopping.

Hulu

iOS Engineering Intern, Fall 2013

Led iOS effort to remotely control Hulu on devices such as PS4. Improved CI speed 10x. Built tools to symbolicate crash reports.

Interactive Intelligence

Mobile Intern, Summer 2012

Shipped Windows 8 support for a cross-platform mobile toolkit.

Rare Bird, Inc.

Engineering Intern, Summer 2011

Web & iOS intern working on in-house and client projects.

PROJECTS & CONSULTING

Relisten & PhishOD

relisten.net, Jul 2013–Present

400k+ DLs 7.5k DAU 100k MAU 3M monthly streams 4.9★

- Open-source, Objective-C/Swift iOS app and Next.js web app to legally stream 100k free live concert recordings.
- Features 181 artists, including Phish and the Grateful Dead, by indexing legal sources: archive.org, phish.in, panicstream.com
- Supports offline, Sonos, gapless playback, and CarPlay.
- API server: C#, .NET Core, Postgres, Redis
- iOS and server code available at: github.com/relistennet

Blue Paint & TINITT

Nov 2007–Present

- Blue Paint: Build software for 20+ clients. Specialties: full-stack web, native Android apps, and native iOS/tvOS apps with a focus on streaming and real-time audio. *Project details available.*
- TINITT: As CTO, managed a small team of designers and developers to deliver custom-built iOS, Android, WordPress, and web solutions for startups and small/medium organizations.

Edline for iOS & Adminium

Nov 2010–Jul 2017

- Edline: Objective-C iOS app downloaded 550k+ times that enabled students & parents to view grades, assignments, and more. Peaked at 125k active users and 3.5M sessions per month.
- Adminium: iOS app for managing and controlling multi-player Minecraft servers. \$85k+ sales; 4.5 stars. github.com/alecgorge/jsonapi

EDUCATION

Purdue University

May 2016

BS Computer Science

Eagle Scout

Aug 2010