

# Augustus Lidaka

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## Experience

### Shelf Engine

Principal Software Engineer

Remote & Seattle, WA

Sep 2020 - Jan 2023

- Reduced food waste through automation.
- Joined as a single-digit engineering contributor. Helped grow the technical team to >50 contributors.
- Architected multi-quarter engineering initiatives, supported customer launches, managed operational costs, and conducted customer interviews.
- Worked across full stack of Azure, Kubernetes, C#, Python, Snowflake, and mobile ecosystems.

### Pivotal and VMWare (acquisition)

Associate Director

Seattle, WA

Dec 2018 - Aug 2020

- Managed sales, client relationships, and project execution. Responsible for \$500,000-2,000,000 budgets.
- Managed reporting organization of 15 engineers, product managers, and product designers.
- Directed engagements across aerospace, consumer entertainment, and US federal industries.

Staff Software Engineer

Jan 2016 - Nov 2018

- Practiced and consulted on Extreme Programming: pair programming, TDD, CI/CD, DevOps, etc.
- Practiced and consulted on Lean Product Management: validation, feedback, iteration, etc.
- Worked across industries such as aerospace, enterprise IT, Apache OSS, and consumer retail.

### Elencus

Co-Founder

Seattle, WA

May 2015 - May 2017

- Built adaptive learning platform for public school students on the Common Core curriculum.
- Engaged teachers, piloted offering, and supported users in local classrooms.

### Microsoft

Software Development Engineer II

Seattle, WA

Jul 2010 - Mar 2015

- During Windows Phone 7-8 development, drove memory, performance, battery, and stability improvements across firmware, OS, and first-party application stacks.
- Later, supported first-party Music and Video ecosystems. Developed a client-side app core with features like content streaming and collection sync. Deployed to console, mobile, web, and Windows platforms.

## Education

### Grinnell College

BA, Computer Science

Grinnell, IA

May 2010

- First student-author for Weinman, Lidaka, and Aggarwal. "Large-Scale Machine Learning." GPU Computing Gems, 2011. Implemented a Bayesian maximum entropy training algorithm on CUDA-based GPUs, achieving 200x speed improvement. Publication available on request.