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TONY BRUESS

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September 2019

Education

Stanford University — B.S. Computer Science   2014 - 2018

Experience

AngelList, Product Engineer, NY   Aug '18 - Present
AngelList, Product Engineer Intern, NY   Jun '17 - Sep '17
- *Internship:* Created a standardized engineering test. Reviewed hundreds of code submissions and interviewed dozens of engineers. Displayed results in product to help recruiters decrease time-to-hire.
- Improved promoted jobs targeting algorithm. Increased applications to promoted jobs by 210%.
- Audited usage of AWS. Secured access to AWS. Deployed versioned asymmetric secrets using KMS.
- Used machine learning to re-rank Elasticsearch results. Improved relevancy of search results by 300%.
- *Tech Stack:* Rails, GraphQL, MySQL, Terraform, Docker, Elasticsearch, AWS (S3, KMS, CF, ECS)

Slack, DevOps Intern, SF   Jun '16 - Sep '16
- Deployed HAProxy in front of 3MM WebSocket connections to improve connectivity reliability.
- Improved AWS tooling used to provision new instances, create AMIs, and deploy services.
- *Tech Stack:* PHP, HAProxy, Salt, AWS (EC2, ELB, VPC)

Dropbox, Site Reliability Engineer, SF   Jun '15 - May '16
- Created visibility into Dropbox's performance and availability from a client-side perspective. Used newly generated insights to fix previously unknown connectivity issues.
- Reworked static content (CSS, JS, IMG) storage and deployment. Reduced time to deploy by 50%.
- Implemented auto renewal of SSL certificates. Improved storage and distribution reliability.
- *Tech Stack:* Python, MySQL, SSL

Overcast Network, Founder   Jan '12 - Sep '16
- Created an API which allowed Minecraft players to create unique gameplay experiences with XML.
- Scaled 100+ game servers to support 100k players per week; website to over 15MM page views per month; content distribution to over 100MM asset requests per month; and a MongoDB database to over 500GB and 1B documents.
- Deployed and monitored 20 Ubuntu dedicated servers using Puppet.
- *Tech Stack:* Java, Rails, MongoDB, Ubuntu, Puppet

Personal Projects

SmartLicense
- Created an Ethereum smart contract and Rails website which allowed developers to sell software licenses using an embeddable widget. Software licenses on the blockchain discourage piracy, enable a peer-to-peer secondary marketplace, encourage mainstream adoption, and allow developers to accept cryptocurrencies.

SportBukkit
- Minecraft's server software is distributed as obfuscated Java byte code. SportBukkit used versioned patch files to de-obfuscate the source code, add developer APIs, and fix bugs in Minecraft servers. A protocol rewriting layer allowed Minecraft players on different versions to all play together on the same server.