Sean Goedecke

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I'm passionate about making things faster and more reliable. I love working at scale, and I care about how my services run in production. Digging through code that gets run tens of thousands of times a second is an exciting responsibility. In my experience with systems that are opaque, slow, or unreliable, small pragmatic changes can go a long way.

I'm very comfortable with Ruby, Golang, Javascript, web servers, talking to databases and queues, and building out systems end-to-end. I've also written Python and C in production, but it's not my comfort zone (yet).

Experience

Staff Software Engineer - GitHub
March 2023 - Present

Still working on Copilot, on tons more stuff I probably can't talk about. For about six months now I've headed up the anti-abuse effort on Copilot.

Senior Software Engineer - GitHub
September 2021 - March 2023

I worked on math/mermaid rendering, markdown rendering in general, Gists, general site-wide performance, and Copilot onboarding flows. I was responsible for large chunks of the billing and access code for Copilot.

Staff Software Engineer - Zendesk
March 2021 - September 2021

As a staff software engineer, I helped drive technical direction across all four teams in the developer ecosystem group. I participated in the on call rotation for all services owned by my group. I provided technical feedback on company-wide architecture decisions, ran onboarding sessions for new hires, and taught other engineers to conduct interviews and feel comfortable going on-call themselves.

Senior Software Engineer (Technical Lead) - Zendesk
July 2019 - March 2021

As a senior software engineer and tech lead, I was responsible for the technical direction of our marketplace team. I worked with senior technical and product leadership to drive current efforts and help plan future projects. I led both engineering-driven work, like breaking our monolithic app into services, and product-driven work like building our new documentation

portal. Much of my time was spent conducting interviews, and pairing with more junior members of the team.

Software Engineer - Zendesk
July 2018 - July 2019

As a software engineer, I implemented features for the Zendesk app platform and marketplace. Working with my own and other engineering teams, I led several projects to reduce technical debt, including a migration to Kubernetes and a rewrite of our legacy UI code in React.

Associate Software Engineer - Zendesk
February 2017 - July 2018

Intern - Zendesk
August 2016 - February 2017

Programming Assistant - SBL Tech
July 2016 - August 2016

Education

MA in Philosophy - Melbourne University
2015 - 2016
Research in perceptual moral epistemology

BA (with Hons) - Melbourne University
2010 - 2014
Double major in philosophy and creative writing

Diploma in Mathematical Science - Melbourne University
2013-2014
Specialized in linear optimization and operations research