

Nicholas Charriere

Developer, systems designer, leader

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SUMMARY

Developer & team lead with a wide experience in companies of different sizes & domains. Always focusing on impact, simplicity, and teamwork, I have worked on generic distributed systems services, ML infrastructure, and consumer products. Looking for opportunities to lead teams to success through optimizing system design, focusing on impact, and growing fellow engineers. I assume strong accountability for my engineering work and the health of the teams I join.

WORK EXPERIENCE

Senior SWE & TLM, Cruise (ML Infrastructure) - July 2018 - present

- Helped redesign our storage models & infrastructure to increase compression by 30%, latency by 400% and enable experimentation through a flexible architecture (Golang, bigtable, python)
- Executed the "Continuous Learning Machine" vision that allows ML models to self improve through data by closing the loop between training, evaluation, metric generation, and mining sampling strategy. Significantly improved data experimentation speed which in turn led to a significant rate of improvement of the models (python, tensorflow, pytorch, react)
- Led the Data Foundation team (5 ICs) and acted as TLM (Technical Lead Manager), responsible for their growth and coaching. Drove 2 promotions within 12 months.

L4 Software Developer & Tech Lead, Pinterest - June 2016 - July 2018

- Led design & implementation on the Pinterest "Protect Engine" (elixir, python) combining ML & rule heuristics for porn/spam/fraud detection.
- Worked on the API and it's tooling (python)
- Supported the new user experience (NUX) team for any data pipelines, API, and backend needs, focusing on increasing retention and engagement in the first 30 days through data driven experimental approaches.
- [OSS] Was part of the open source initiative, owning projects (pymemcache, snappass, elixometer), encouraging open source mentality and contributions, and owning a few projects ([pymemcache](#), [snappass](#), [elixometer](#))

Senior Software Developer, URX - June 2015 - June 2016

This startup was small (I was employee 19), and we got acquired by Pinterest one year into my tenure.

- Worked on the platform team to help design, implement, maintain and document various elements of the URX micro service architecture.
- Feed ingestion ETL and indexing for our knowledge graph from multiple different sources using spark, HBase, Elastic Search, HDFS, Redash

Software Engineer, Server team, StarMaker Interactive - June 2013 - June 2015

- Worked on the whole server stack: API, various backend jobs for data ingestion and analysis, data schema and DB interfaces (GCE, appengine, webapp2)
- Summer intern for Bong working with D3 visualizations, 12 weeks in 2011.

SIDE PROJECTS

Avostories: web-based daily story writer to encourage a creative writing habit

Open source: I care deeply about contributing back and try and do so on different projects (python and elixir) in my spare time.

bytesizetheories.com: fun short blog

EDUCATION

2013 Mines ParisTech - Paris, France

Master's Degree in Science and Executive Engineering

(placed 66/15,000, nationally, at the entrance exam)

TECHNICAL SKILLS

Comfortable writing any language, but proficient in python, javascript, elixir, & Golang.

I have experience using many GCP, AWS, and open source tools over the years (kafka, bigtable, postgres, elasticsearch, redis, pub/sub, SNS, k8s, ...)

I have worked on ML infrastructure, distributed systems, data pipelines, orchestration, products (SDKs, libraries, websites, apps)