

# BRIAN KOVACIK

## SENIOR SOFTWARE ENGINEER

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Seattle, WA

### EDUCATION

B.S. in Computer  
Science

Rensselaer  
Polytechnic Institute  
Graduated May 2016

### LANGUAGES

Professional:

Go  
Node/Javascript/Typescript  
PHP  
AWS  
PostgreSQL  
MySQL  
Terraform  
Scala  
HTML/CSS/SASS

Project:

C++  
Java  
Ruby/Rails  
Python  
C  
Swift  
Perl

### WORK EXPERIENCE

#### Software Engineer

Orum.io | Aug 2021 - May 2022

- Assisted in the development of technical requirements and deliverables on a project-by-project basis in collaboration with project teams
- Utilized functional Typescript and Terraform to implement new API endpoints into payment processing systems and cloud-based infrastructure
- Scoped out 2 new monitoring features to proactively alert our Compliance team of fraudulent users and wrote high quality internal documentation for both

#### Senior Software Engineer

Koddi Inc. | July 2019 - August 2021

- Led project to update backend integration to accommodate a new version of our largest partner, Google, and continued to support feature through on-call rotations
- Worked with peer development teams and Product Managers to architect and build powerful API layer to replace complex, slow legacy code
- Used AWS Spectrum to run 12 hour task in 20 minutes
- Created the ability to export data feeds of millions of rows in a performant way

#### Software Engineer

Koddi Inc. | January 2018 - July 2019

- Regularly created technical scope documents on quick deadlines for large projects that ended up spanning thousands of lines of code
- Pioneered the build of several key data ingestion processes for Enterprise customers, including one that utilizes Spark for performance
- Mentored new junior developers in day-to-day operations and conducted regular training on standard development and release processes

#### Junior Software Engineer

Koddi Inc. | October 2016 - January 2018

- Built and maintained small and medium sized features, including a campaign dashboard resulting in 25% decrease in time users spent loading data
- Interfaced with Account Management teams to outline use cases and solutions for customers to ingest feed data in a usable format within platform
- Assisted with code fixes for several critical issues and participated in post mortem discussions and action item completion

### EXTRACURRICULAR PROJECTS

#### Cardmarker (2017 - 2019)

- Wrote script-turned-program to assist in custom trading card creation in Ruby and wrote unit tests in RSpec
- Programmed powerful image manipulation features

#### Onemus Website (2016 - Present)

- Created website using Ruby on Rails and implemented log in functionality and encrypted user storage
- Currently implementing game mechanics using HTML5 and Websockets

#### Pancho and the Cloak of a Million Colors (2015 - Present)

- Organized a team to create a game from scratch using C++ and OpenGL
- Completed work on the engine
- Currently adding more features to the engine and finalizing game pilot