

# Braeden Smith

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## EXPERIENCE

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### Palantir Technologies

Feb 2022 – Present

*Software Engineer*

*Washington, DC*

*Frontend engineer - Operational map application*

*Dec 2023 – Present*

- Primarily focused on improving performance & long-term maintainability – rewrote frontend websocket management, fixed long-standing memory leaks, added frame rate performance monitoring
- Developed the first LLM integration, helping to automate manual use of map tooling
- Worked on a sister application to dramatically improve React scale/performance – going from crashes at the scale of 100s of entity's, to being able to stream 1000s without degradation

*Lead/Engineer - Frontend Taskforce*

*Mar 2023 – Dec 2023*

- Worked to remove a dependency injection framework to reduce runtime errors and up-front JavaScript chunk size
- Architected and implemented a common framework for layering "Security Restricted Views" using React.js context
- Rolled out a number of frontend standards, lint rules and tooling across our two primary monorepos

*Frontend Engineer - Search and investigation applications*

*Feb 2022 – Mar 2023*

- Re-wrote object search UI/UX for use in investigative, document based workflows
- Built the first frontend integration of Palantir's disparate software platforms, allowing users to consume native components & write-back data between platforms

### Microsoft

May 2021 – Aug 2021

*Software Engineering Intern*

*Redmond, WA (Remote)*

- Worked on Azure Storage diagnostic tooling, exposing new C#/.NET APIs around distributed task tracking
- Developed new Angular pages to consume those APIs and allow users to schedule tasks on unused compute

### Vistaprint

Jul 2020 – Aug 2020

*Software Engineering Intern*

*Boston, MA (Remote)*

- Worked on several React.js, Redux front-end applications — added pickup locations as a product shipping option
- Contributed to multiple Java (Spring Boot) microservices centered around order management — added bug fixes, metric collection and unit testing

### Castle

May 2019 – Aug 2019

*Software Engineering Intern*

*San Francisco, CA*

- Developed a full stack web app and a serverless function swarm to perform scalable credential stuffing demos — used in live demos to create \$200,000+ in sales

## EDUCATION

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### University of Illinois at Urbana-Champaign

Aug 2018 – Dec 2021

*Bachelor of Science in Computer Engineering*

- Data Structures and Algorithms | Course Assistant (Fall 2020 - Spring 2021)
- Introduction to Electronics | Course Assistant (Fall 2019 - Spring 2020)

## PROJECTS

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**stream.go** | *Go, React.js, Redis, Express.js, TypeScript, Socket.io*

- Highly scalable and performant shell monitoring tool. Pipe a command and monitor its progress on the web.

**Prospectus** | *React.js, MySQL, Express.js, GCP*

- A course planner which allows students to explore upcoming courses, get recommendations and visualize prerequisite graphs (CS411 final project)

## SKILLS & OTHER

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**Languages:** TypeScript/JavaScript, Java, Python, C++, C, Ruby, SQL

**Frameworks/Libraries:** React.js, Redux

**Security Clearance:** Interim Secret (ongoing investigation for Top Secret)