Andrew Brampton Ph.D.

Lead - Architect - Researcher - Open Source Enthusiast

Personal Info

- Bay Area, CA
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Work

2023 - Present
Founder
Geocrew

2014 - 2023
Manager / Tech Lead
Google

2010 - 2014
Manager
Genesys

2007 - 2010
Research Associate
Lancaser University

Education

2004 - 2008
Ph.D. Computer Science
Lancaster University

2001 - 2004
B.Sc. Computer Science
Lancaster University

Summary

bramp@ has broad knowledge in distributed systems, is able to quickly go deep, and proven expertise in operating them. This has provided him the credibility to influence across organizations, ensuring the strategy, direction, and decisions of multiple teams are integrated, aligned, and positioned to achieve the strategic business goals and objectives.

He has been a critical resource, with a track record of building teams, growing leads, and delivering on complex, multi-dimensional, ambiguous projects. With a focus on setting an example, and enabling everyone around him to be successful.

Any intelligent fool can make things bigger, more complex, and more violent. It takes a touch of genius -- and a lot of courage -- to move in the opposite direction.
- E.F. Schumacher

Work Experience

Founder @ Geocrew
August 2023 - Present

Wanted to take a break from big business, and start my own company. Developed an augmented reality, virtual scavenger hunt, escape room experience.

- Developed a mobile app, and backend services.
- Developed puzzles, mini-games, and worked with artists, vendors, to create the experiences.
- Learnt a lot about business, marketing, sales, etc.

Ultimately decided to shelve the project.

Uber Tech Lead, Storage SRE

Google - August 2020 - August 2023

Responsible for all storage products across Google Cloud, and for internal use cases (Drive, Photos, Gmail, etc).

- Partnered with engineering, product, and software teams across the orgs to set technical vision, strategy, and roadmaps, to deliver reliability, performance, and resilience at scale.
- Delivered multiple large-scale engineering projects.
- Acted as a critical resource across internal or external partner orgs, and are a recognized leader for reliability, scalability, performance, and resilience, with a deep understanding of key business and customer needs.

Operations Tech Lead, Trusted Partner Cloud

Google - August 2020 - August 2023

Sovereign Trusted Partner Cloud takes Google's internal software and hardware stack and allows 3rd parties to run and operate it. Responsible for deciding how all teams across Google will work with partners to operate the stack, in terms of Monitoring, Deployment, Incident Response, SLOs, etc.

- Identified and solved complex, multi-dimensional risks across teams, products, and orgs. Influence cross-org collaborations, ensuring strategy, direction, and decisions of multiple workstreams were aligned to achieve business goals.
- Worked with external partners, and internal stakeholders on requirements, implementation, etc

Manager, Google Cloud Storage (GCS) SRE

Google - August 2017 - August 2020

Responsible for all GCS Object Storage SRE teams (~40 folks)

- Managing both internal and external object storage use cases (xxx EiB of data under management, ~XX M qps).
- Sustained growth of business 2x every ~18 months, in QPS, Bandwidth and Bytes stored.
- Grow team, hired managers, and ICs, setup team structure, processes, training, etc.

Manager, Android / Play SRE

Google - August 2014 - August 2017

Responsible for all Android backend services, and Play Store. Managed two teams of SREs (approx ~16 folks), growing to three teams. At the time, Android was used on over a billion devices, and Play made >$1B/quarter in revenue. These were mission critical services.

Manager, Engineering

Genesys - July 2013 - August 2014

Lead the product development efforts with respect to Mobile.

- Creating new product lines to enable new functionality, e.g, iBeacon, Passbook, Geo-fencing, MMS messaging.
- Applied best practices in mobile development and cloud operations, learnt at 2ergo/SoundBite to the rest of Genesys.
- Maintain existing infrastructure, serving popular mobile websites, and sending millions of SMS messages a month across 20 countries.

July 2013 Genesys acquired SoundBite.

Manager, Mobile Development

SoundBite - March 2012 - July 2013

Lead cross-functional team of developers, system administrators and QA testers, for the mobile marketing product lines.

March 2012 SoundBite acquired 2ergo Americas.

Head of Technology, Mobile Development

2ergo Americas - October 2010 - March 2012

Responsible for all things technical at a ~15 person mobile marketing company. Developing products, running data center ops, working with clients, enabling sales, etc.

Research Associate

Lancaster University - July 2007 - October 2010

Post doctoral research into large scale distributed systems, peer-to-peer, content distribution networks (CDNs), and low level optimisations of the Linux network stack.

Publications

- Characterising and Exploiting Workloads of Highly Interactive Video-on-Demand - NOSSDAV 2007,
- Stealth Distributed Hash Table: A Robust and flexible super-peered DHT - ACM CoNEXT 2006,
- Evaluating the Performance of Network Protocol Processing on Multi-core Systems - AINA 2009,
- and many more.

Education

Ph.D. in Computer Science
Lancaster University - 2004 - 2008

Thesis:	The Impact of Highly Interactive Workloads on Video-on-Demand Systems
Supervisor:	Prof. Laurent Mathy
Topics:	Content Distribution Networks, Peer-to-Peer, Autonomic Self-Organising Systems

B.Sc. *(1st w/ honours)* in Computer Science
Lancaster University - 2001 - 2004

Dissertation	Peer-to-Peer Media Streaming

Languages:	C++, Java, Go, Rust, Python, JavaScript, etc.
Interests:	Open Source, Security, 3D Printing & Design, Rock Music.