

# Brendan Lauck

brendanlauck@yahoo.com | (206) 883-5339 | brendanonymous.github.io

## WORK EXPERIENCE

### Software Engineer II – IBM Cloud (Remote)

May 2021 – Current

- Lead the design of a new feature “port-mapping” for Virtual Private Endpoints (<https://cloud.ibm.com/docs/vpc?topic=vpc-about-vpe>)
- Developed API Spec to support new request paths for new “port-mapping” feature
- Developed tooling to support API maturity model
- Collaborated with CICD team to write and deploy Python scripts which currently run against several IBM Cloud codebases
- Developed extensible Go client to interface with CouchDB
- Refactored 2000+ lines of Go to remove a software anti-pattern

### Software Engineer I (Contract) – Microsoft (Redmond, WA)

Feb 2020 – Jan 2021

- Optimized internal geographic tooling allowing Minecraft Earth admin to easily create zones on a live map to achieve geographic-based feature enablement
- Integrated telemetry services in C# enabling marketing teams to analyze gameplay habits and curate ad campaigns
- Developed features to support "Out-Of-the-Box-Experiences" for new players of Minecraft Earth, resulting in a 100% increase in DAU with 50% of these users being new
- Developed player data validation components of a service that handled account migration efforts resulting in the creation of ~85MM new Microsoft accounts ([minecraft.net/en-us/article/java-edition-moving-house](https://minecraft.net/en-us/article/java-edition-moving-house))
- Minecraft Earth was sold off which resulted in employment contract ending a month early

### Software Engineer – Tata Consultancy Services (Redmond, WA)

Feb 2019 – Jan 2020

- Built and deployed microservice that extracts tabular data from images of various qualities and sizes using computer vision techniques (Python, Azure, Docker, OpenCV, Tesseract OCR)

## EDUCATION

### B.S. Computer Science – Washington State University (Pullman, WA)

Jan 2015 – Dec 2018

## SKILLS

- Go
- Python
- BASH
- REST APIs
- SQL
- System Design
- Kubernetes
- Docker
- CI/CD
- Git