

Brendan Lauck

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WORK EXPERIENCE

Software Engineer II – IBM Cloud (Remote)

May 2021 – Current

- Improved network security and flexibility for cloud users by designing a customized port mapping functionality for private endpoints ([About virtual private endpoint gateways](#))
- Updated API Specs to support new request endpoints
- Built tools using code generation techniques, implementing a new API maturity model
- Contributed to the design of a more resilient and reliable database backup system
- Identified and patched several bugs across different services
- Created extensive onboarding documentation/videos on secrets management
- Led sessions on Go programming topics, contributing to more efficient codebase management
- Simplified interactions with Cloudant for internal services by building a reusable client
- Improved code maintainability and readability by removing a pervasive anti-pattern

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

Feb 2020 – Jan 2021

- **Note:** Product was sold off which resulted in employment contract ending a month early
- 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)

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
- System Design
- REST APIs
- Kubernetes
- SQL
- Kafka
- Distributed Systems