



Brenden Matthews

Contact

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Software Engineering Summary

Accomplished software engineer with extensive experience in Rust, C, C++, Python, JavaScript, TypeScript, and large-scale infrastructure. Published author of two Rust books and creator of multiple open-source projects with 10k+ combined GitHub stars. Skilled in architecting high-performance, highly available systems, mentoring cross-functional teams, and driving technical excellence across organizations.

Technical Skills

- **Languages:** Rust, C, C++, Python, JavaScript, TypeScript, Go, Java, Scala, Clojure, Ruby, Elixir, Erlang, Bash
- **Cloud/Infrastructure:** Kubernetes, Docker, Mesos, Nomad, Terraform, AWS, GCP, Azure
- **Data Systems:** Kafka, Cassandra, Snowflake, PostgreSQL, Elasticsearch, Spark, RDS, Redshift, Redis, Hadoop, Presto/Athena
- **Tools/Libraries:** PyTorch, TensorFlow, Helm, Prometheus, Grafana, Git, Jenkins, CircleCI
- **Methodologies:** Agile Development, Cross-Functional Roadmapping, DevOps, CI/CD

Professional Experience

Entrepreneur, Author, Consultant

2019 – Present

New York, NY

- Founded and scaled multiple businesses, providing full-stack solutions and overseeing end-to-end product development.
- Authored two best-selling Rust programming books, establishing recognized expertise and community engagement.
- Advised global clients on cloud migrations and Kubernetes-based solutions, boosting reliability while cutting operational costs.
- Developed a Rust-based online coding curriculum, mentoring 1,000+ students and generating additional revenue streams.
- Built high-impact open-source projects:
 - **Conky** (7.4k+ stars): A cross-platform system monitor with extensive customization.
 - **ThetaGang** (2.1k+ stars): Equity options trading platform leveraging advanced data processing.
 - **dryoc** (290+ stars): A Rust cryptographic library offering memory-safe APIs.

owl.co

2022 – 2023

Software Engineer, New York, NY

- Mentored junior developers and improved development processes under the guidance of the CTO.
- Modernized methods for agile development to increase code quality and efficiency.

Braze, Inc.

2018 – 2019

Software Engineer, New York, NY

- Orchestrated a large-scale migration from custom deployment scripts to Kubernetes, accelerating feature releases by 30%.
- Deployed Helm and Terraform to automate provisioned environments, cutting manual configuration errors by 50%.

- Built robust CI/CD pipelines to increase deployment reliability by 40% and reduce lead time for change.
- Instituted a unified monitoring strategy (DataDog), issuing proactive alerts and achieving 99.9% service uptime.

Citadel LLC

2017 – 2018

Software Engineer, New York, NY

- Modernized on-prem data infrastructure by integrating AWS and GCP services, lowering time to provision new analytics by 70%.
- Led migration to PostgreSQL and Spark-based architectures, improving query performance by 60%.
- Streamlined large-scale ML model deployment processes, enabling faster experimentation and reduced runtime costs.

D2IQ (fka Mesosphere)

2015 – 2017

Software Engineer & Sales Engineering Lead, San Francisco, CA

- Assembled the first sales engineering team, bridging technical and business domains to close multi-million-dollar accounts.
- Guided Fortune 500 firms in containerization and distributed systems adoption, accelerating cloud-native transformation.
- Contributed to frameworks like Hadoop, Chronos, Marathon, and marathon-lb, enabling mission-critical workloads on DC/OS.

Airbnb, Inc.

2013 – 2015

Software Engineer, Data Infrastructure, San Francisco, CA

- Built scalable data pipelines using Apache Spark, Hadoop, and Mesos, providing near-real-time analytics across teams.
- Contributed to **Apache Superset** and **Apache Airflow**, increasing organizational visibility into ETL processes.
- Decreased data inconsistency by 90% with automated verification systems, boosting overall data reliability.
- Optimized critical data retrieval mechanisms, achieving a 100x reduction in query times.

Newfield Wireless, Inc.

2009 – 2012

Senior Software Engineer, Berkeley, CA

- Developed real-time LTE network parsing tools, improving system throughput and cutting analysis time by 50%.
- Built custom database solutions with integrated query capabilities for instant investigation of streaming metrics.
- Expanded high-performance data pipelines in C++ and Python, enabling rapid troubleshooting for telecom operators.

Real Time Measurements, Inc.

2003 – 2009

Software Engineer, Calgary, AB

- Created embedded software for industrial hardware, focusing on real-time reliability and performance optimization.
- Developed web services for remote device control, cutting manual intervention by 80%.
- Reduced IT overhead by automating server provisioning and configuration.

Open Source Contributions

- Contributed to major Apache projects: Kafka, Superset, Airflow, Spark, and Mesos (PMC member).
- Maintained tools collectively earning 10k+ GitHub stars, reflecting wide community adoption.

Published Works

- *Code Like a Pro in Rust* (Manning Publications) ISBN: 9781617299643
- *Idiomatic Rust: Code Like a Rustacean* (Manning Publications) ISBN: 9781633437463

Public Speaking

- Presented at **All Things Open**, **QCon**, **LinuxCon**, highlighting best practices for Rust and cloud computing.
- Keynoted on distributed systems and DevOps, offering insights on scalable architectures to global audiences.