

Joe Brunner

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Employment

Square

Senior Software Engineer, Orders Platform and API

03/2019 – present

- Owned Orders crossplatform (iOS, Android, server) and backend (Java, Kotlin, Go) infrastructure components.
- Coordinated end-to-end launches of core features such as customer group discounts and itemized service charges.
- Scaled new discounting and calculating backends from inception to supporting millions of daily API requests.
- Built and released public Square Developer APIs enabling businesses to sell product subscriptions to customers.
- Shaped operational processes and system health monitoring to ensure top service availability and performance.
- Fostered highly engaging and collaborative team environments where other engineers successfully grow their careers.

Google

Software Engineer, Core Search Features and Search Platforms

06/2014 – 03/2019

- Maintained the Search frontend server (Java, Python, HTML), delivering results to billions of users worldwide.
- Developed the presentation of core features such as organic Search results and real-time (e.g. Twitter) results.
- Pioneered architecture to drive the rapid adoption of long-tail Search features on emerging clients and networks.
- Effected iterative improvements to a custom web templating language utilized by hundreds of Search teams.

FactSet Research Systems

Software Engineer Intern, Idea Screening

05/2013 – 08/2013

- Designed a profiling tool to identify performance bottlenecks and facilitate easier debugging across several services.

Education

University of Rochester

Bachelor of Science, Computer Science; Bachelor of Arts, Mathematics

09/2010 – 05/2014

- Earned cumulative GPA of 3.61/4.0, with core GPAs of 3.68 in Computer Science and 3.53 in Mathematics.
- Worked on IT Center student staff for four years, troubleshooting a variety of account and network-related issues.
- Managed hiring, scheduling, and training for two years as IT Center student lead to ~20 other student employees.

Projects

Filefairy

Creator, <https://github.com/brunner/filefairy>

10/2016 – 05/2019

- Created an extensible application to enhance game data generated from an online Out of the Park Baseball league.
- Surfaced dynamically generated webpages illustrating the current state of gameplay for increased accessibility.
- Prioritized resiliency to unexpected data changes through careful module isolation and dynamic app reloading.