Joe Brunner

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Employment

Block

Staff Software Engineer, Orders Platform and Customer Operations — 07/2021 – present
- Owned critical Orders APIs (Kotlin, Go) and Pricing crossplatform (Swift, Kotlin Multiplatform) infrastructure.
- Steered modernization of Customer Ops components (Ruby, React, GraphQL) and data analysis (Snowflake, Looker).
- Led improvements to operational processes and system health monitoring to ensure high availability and performance.
- Fostered engaging and collaborative team environments where other engineers successfully grow their careers.

Senior Software Engineer, Subscriptions APIs and Orders Platform — 03/2019 – 07/2021
- Coordinated end-to-end launches of core Orders features such as customer discounts and itemized service charges.
- Scaled Orders discounting and calculating APIs from their inception to supporting millions of daily requests.
- Built and released public Square Developer APIs enabling businesses to sell product subscriptions to customers.

Google

Software Engineer, Core Search Features and Search Platforms — 06/2014 – 03/2019
- Maintained the Search frontend web server (Java, Python, XML) delivering results to billions of users worldwide.
- Implemented the UI layer of many core features such as organic Search results and real-time (e.g. Twitter) results.
- Pioneered architecture to drive rapid adoption of long-tail Search features on emerging clients and low-end networks.

FactSet Research Systems

Software Engineer Intern, Idea Screening — 05/2013 – 08/2013
- Created a profiling tool to trace calls and identify bottlenecks across financial reporting APIs and frontends.

Education

University of Rochester

Bachelor of Science, Computer Science; Bachelor of Arts, Mathematics — 09/2010 – 05/2014
- Cumulative GPA of 3.61/4.0, earning degrees in Computer Science (core GPA of 3.68) and Mathematics (3.53).
- Worked on IT student staff for four years, resolving account and network issues for university faculty and students.
- Managed hiring, scheduling, and training for over two years as IT student lead to ~20 other student employees.

Projects

Filefairy

Creator, github.com/brunner/filefairy and brunnerj.com/fairylab — 10/2016 – 05/2019
- Developed an extensible application to enhance game data generated from an online Out of the Park Baseball league.
- Surfaced a dynamically generated web UI illustrating the current game state for increased stakeholder accessibility.
- Prioritized resiliency to data provider changes through careful module isolation and on-demand app reloading.

Last updated April 2025