Brendan Winter

SENIOR SOFTWARE ENGINEER

(206) 371-1721

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» BASICS

I am a software engineer with 16 years of experience designing, building, and maintaining reliable systems across startups and large-scale platforms. I bring a test-driven, detail-focused approach to engineering, with an emphasis on reliability, observability, and clean system design. My background includes founding startups, scaling infrastructure as an SRE, and enabling data-driven decision-making. I'm seeking a thoughtful team that values clarity, kindness, and collaborative problem solving.

» EXPERIENCE

Remote · Dec 2024–Present

Consulting Data Engineer · Contract

- Building SQL-driven data models and dashboards in Metabase to support financial analysis and advertising attribution across high-volume datasets.
- Querying and transforming large datasets from Athena CDN event logs and MSSQL transactional systems to support customer behavior insights and revenue reporting.
- Applying expertise in SQL-based data modeling, query performance tuning, and improving dataset structure for more reliable business analytics.
- Leveraging AI-assisted development workflows, including custom GPTs, to optimize data exploration, query refinement, and reporting workflows.

San Francisco ⟶ Seattle ⟶ Remote · 2017–2023

Senior Software Reliability Engineer · Pivotal ⟶ VMware (2020) ⟶ Broadcom (2023)

- Supported Pivotal's enterprise Cloud Foundry platform across two teams: a Rails-based billing system and the internal SRE team for Pivotal Web Services (PWS).
- Worked in a fully paired, test-driven engineering culture that emphasized shared ownership, continuous learning, and strong collaborative foundations.
- Led the sunsetting of the billing platform during the VMware acquisition, ensuring internal continuity and clear stakeholder handoff.
- Facilitated onboarding and cultural alignment through Cloud Foundry training and Spotify-inspired Team Health Checks.
- Transitioned into backend SRE work on Tanzu SaaS platforms, building and maintaining reliability tooling and Infrastructure-as-Code systems to support SLO measurement, alerting consistency, and cross-service observability.
- Authored Terraform modules for Wavefront that enabled service teams to define SLO dashboards, automate alerts, and standardize platform health monitoring.
- Supported SRE efforts for both a Kubernetes-based platform and a legacy monolith, collaborating with platform teams navigating tech debt, shifting priorities, and cross-team coordination.
- Acted as a liaison across engineering and SRE managers to coordinate debugging efforts, often surfacing reliability gaps and guiding teams toward ownership clarity.
- Concluded tenure during Broadcom's restructuring of R&D teams, carrying forward hard-earned lessons in platform reliability and building not just tools, but shared practices around SLOs and service health.

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EXPERIENCE

San Francisco · 2013-2017

Founding Engineer, Gametime

- Functioned as de facto CTO during early fundraising. While not part of executive decision-making, the stability and scalability of my platform helped prove the product's viability.
- Joined as the first engineer and built the initial backend that powered the mobile ticketing experience, helping scale the product from launch to millions of dollars in daily transactions.
- Led backend development for core systems: real-time inventory syncing, transaction processing, and third-party ticket vendor integrations — many without public APIs.
- Designed and maintained a Ruby-based system architecture using MongoDB, AWS, and message queues, ensuring uptime and scalability as user growth surged.
- Developed and owned systems for preventing double-purchase errors, monitoring system health, and optimizing on-call response during peak traffic windows.
- Mentored early engineers as the team expanded and helped establish engineering practices during a high-growth phase; participated in hiring engineers and engineering leaders.
- Maintained platform reliability as the company scaled from a 3-person founding team to a large VC-backed organization with board oversight.

EDU

Seattle, WA 2006-2008 | www.washington.edu

Bachelors of Science, University of Washington

- Bachelor of Science in Computer Science & Applied Mathematics
  University of Washington

SKILLS

Languages

Go, Ruby, SQL, Python, Bash

Infrastructure & Observability

Terraform, AWS, Kubernetes, Prometheus, Metabase, Wavefront, Cloud Foundry

Databases

MongoDB, PostgreSQL, MSSQL, Athena

Engineering Practices

SRE principles, SLOs/SLIs, TDD, CI/CD, Agile (lightweight), Paired Programming

Collaboration & Tooling

Git, GPT-based tooling, custom scripting, incident coordination