

Brandon Ross

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About me

Backend-focused engineer with 10+ years of experience building performant, reliable distributed systems in Go and other languages. After working across early-stage startups and contract roles, I'm now looking to join a stable team where I can stay long-term, contribute meaningfully, and grow with the company.

Skills

Programming languages

Strongly proficient in Go, Java, JavaScript, PHP, SQL, and C. Proficient in Kotlin, TypeScript, Solidity, C++, and Python.

Technologies

Experienced with containerization technologies (Docker, Kubernetes), SQL databases (MySQL, PostgreSQL, Trino), metrics and alerting software (Prometheus, Grafana), and CI/CD pipelines (Jenkins, GitHub CI).

Cloud-based architecture

Designed and maintained highly distributed, fault-tolerant systems within cloud-based architectures. Built infrastructure across multiple cloud providers (AWS, GCP, DigitalOcean). Managed VPCs and hybrid networking setups to support multi-cloud systems.

Networks

Advanced working knowledge of many network protocols, as well as deep knowledge and experience in network security and cryptography.

Systems

Strong knowledge of Linux syscall API and internals. Strongly proficient in administering and developing low level system software for Linux systems. Linux user for over 20 years, with kernel development experience.

Work experience

Hox Biotech • Senior Software Engineer • 2024-2025

- Built the CLI and web API for a genome sequencing platform using Go.
- Developed a low-level IPMI client library for real-time datacenter monitoring.
- Created a lock-free Prometheus-compatible metrics library for high-performance observability in hot paths.

Sneller • Senior Software Engineer • 2022-2023

- Designed and implemented high-performance table indexing algorithms for a Go SQL engine.
- Optimized SQL query planning, reducing execution time on complex queries.
- Used profiling tools to significantly reduce memory allocations and improve CPU efficiency across core services.
- Open source contributions: github.com/SnellerInc/sneller

Remitly • Software Development Engineer (contractor) • 2021

- Rebuilt secure customer data storage platform in Go, replacing legacy PHP systems.
- Refactored dependent services to migrate to the new customer data API.

Twitch / Amazon • Software Development Engineer • 2020

- Integrated Twitch Playback Edge services with Amazon internal infrastructure for IVS product launch.
- Reduced allocation overhead in HLS playlist generation by 500×, yielding 30% speedup.

Remitly • Software Development Engineer • 2019

- Built API integrations with global remittance partners to expand destination coverage.
- Led initiative to improve cash pickup UX via open network access and store locator tooling.
- Created automated scraper and API for thousands of cash pickup locations across Mexico.
- Mentored junior developers.

Rooster Park • Contractor at Remitly • 2018

- Built Go and Java tooling for automating financial transaction reconciliation.
- Developed secure APIs for collecting sensitive customer information.

New Alchemy • Full Stack Engineer • 2017–2018

- Prototyped the TokenCard backend using Go and React Native.
- Developed Ethereum smart contracts in Solidity.
- Optimized Ethereum's secp256k1 signing algorithm yielding a 50% speedup.
- Open source contributions: github.com/newalchemylimited/seth

Igneous Systems • Member of Technical Staff • 2015–2016

- Designed index table formats and cluster scaling logic for an S3 compatible storage system.
- Optimized object read performance yielding 2× speedup.
- Built an S3-to-FTP adapter in a hackathon, which met an unanticipated customer need and helped land one of our first major clients.

Education

Computer Science and Engineering (Ph.D.) • 2011–2015 (ABD)

University at Buffalo, Buffalo, NY. Advisor: Dr. Tevfik Kosar. Thesis titled "On the Design and Implementation of a Cross Protocol Data Transfer System."

Computer Science (B.S.) • 2008–2011

Louisiana State University, Baton Rouge, LA. Minor in Mathematics.