

# Eric Marshall

## Contact

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## Summary

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I'm a generalist software engineer with a passion for finding pragmatic solutions to complex problems through collaboration and open communication. I love developing a deep understanding of a problem space and applying that knowledge to help organizations succeed. Most of my career has been focused on backend services, but I'm also comfortable working on frontend projects. I'm open to backend or full-stack positions.

## Experience

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### Senior Software Engineer

Nov 2021 - Present

*maiData*

- Enabled customer management of devices deployed in hospitals and other sensitive locations by building a CRM-like web application (Java, Go, React) capable of handling thousands of active devices per tenant.
  - Enabled automation of common support workflows (uploading log files, running on-device commands) triggered by telemetry uploaded from an agent (Go) running on managed devices.
  - Reduced time and cost for customers to service devices by implementing secure remote access tunneling (Go).
- Lead engineer (one of three) for maiData. Worked with the other engineers and leadership break down problems and scope features during development.
- Set up and maintained maiData's runtime infrastructure and development tooling (Kubernetes, GitHub Actions)

### Senior Software Engineer - Sandboxes

Jun 2019 - Nov 2021

*HubSpot*

- Improved customer confidence in making complex changes by building out isolated test environments. Brought the project from inception to general availability over 10 months.
- Allowed customers to use production data in their sandbox environments by building a distributed sync framework (Java), where HubSpot teams managed the logic used to copy the data they owned between accounts.
- Collaborated with 5+ teams to implement the sandbox data-sync framework for their owned data types.

### Software Engineer - API Tooling

Jul 2018 - Jun 2019

*HubSpot*

- Improved API consistency and documentation by building automated tooling and API guidelines used daily by engineers when building new APIs. Worked directly with 10+ teams to build over 40 Java-based APIs.
- Scaled an internal OpenAPI-based documentation platform (Java, React) from 30 to over 2,000 APIs.
- Prevented unintentional changes to APIs used by tens of thousands of consumers by building a GitHub bot (Java, Python) to notify engineers of API changes at build-time.
- Reduced external developer confusion and uncertainty by rolling out changes to the API rate limiting headers used across 50+ high-traffic APIs which serve over 2 billion requests per week.

### Software Engineering Intern

Jun 2017 - Aug 2017

*128 Technology*

- Increased the visibility of alarms on deployed routers by creating a Slack bot to message the engineering team.
- Improved UI testing by expanding the existing test framework to run tests on headless Windows servers.

## Education

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### Bucknell University

Aug 2014 - May 2018

*BS, Computer Science & Engineering*

## Projects

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### Gravel

[github.com/emm035/gravel](https://github.com/emm035/gravel)

*A caching build tool for multi-module go projects*

### OpenAPI Tooling

[github.com/emm035/openapi-tooling](https://github.com/emm035/openapi-tooling)

*A Java library for generating OpenAPI documents at compile-time*