

# Adrian Garza

## EXPERIENCE

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2023+	<p><i>Senior Engineer, Autodesk ML Platform</i></p> <p>Currently building a cross-cloud LLM inference proxy service, as part of the platform that delivers widely available and in-house models at scale.</p> <p>Spearheaded design and delivery of the company's ML project registry in Go, achieving company-wide adoption by hundreds of projects within one quarter. Directed a multi-team effort across three time zones, overseeing front-end contractors and back-end integration to ensure launch. Saw adoption of 100s of ML projects across 7+ orgs.</p> <p>Gave a talk at Autodesk's internal conference, TechX, on how I increased developer velocity 5x with Terraform and our internal deployment tools I helped build in 2021.</p> <p>Designed and wrote a Python SDK for ML feature ingestion, used by dozens of ML teams across the company.</p> <p>Recognized by CEO Andrew Anagost for quickly delivering infrastructure for image labeling to accelerate internal model development.</p> <p>Regularly conducted technical hiring interviews for P2-P4 roles to assist with team growth.</p>
2021-2023	<p><i>Software Engineer II, Twitter</i></p> <p>Engineered a core framework for large-scale data processing with Apache Beam, coordinated across 3 teams and 2 orgs</p> <p>Maintained mission-critical internal tooling for high-volume compute jobs, improving job throughput and reducing infrastructure costs</p>
2018-2021	<p><i>Senior Engineer, Autodesk Cloud Platform</i></p> <p>Designed &amp; led team of 6 in implementation of a company-wide Fargate deploy pipeline</p> <p>Improved Forge Web Viewer performance by switching to a new internal geometry representation</p> <p>Designed, built, and handed off a cost accounting system for &gt;300-tenant ECS clusters</p> <p>Added dynamic oversubscription to cluster provisioning, saving &gt;\$1m annually</p>

## EXPERTISE AREAS

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TECHNOLOGIES	<p>LLMOps, MLOps, SageMaker, Bedrock</p> <p>ECS/EC2/Fargate, AWS DataFlow, Hadoop</p> <p>Terraform, Jenkins, Spinnaker</p> <p>Large-scale AWS/GCP systems design</p>
LANGUAGES	<p>Go, Python, Java, Scala, C#</p> <p>C, C++, bash/zsh/sh, GLSL, HLSL, <math>\text{\LaTeX}</math></p> <p>TypeScript, THREE.js, Bootstrap, React, p5.js</p>

## EDUCATION

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Columbia University '18, COMPUTER SCIENCE with specialization in INTELLIGENT SYSTEMS

## PERSONAL INFORMATION

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