Selected Work Experience

 $\mathbf{Callisto}$

San Francisco, CA (Remote)

Lead Engineer

Jun 2024—Present

- Held ultimate technical responsibility for *Callisto Vault's* systems and code.

Hurricane Electric

Fremont, CA

Network Software Engineer

Dec 2023—Jun 2024

- Designed and implemented *Panopticon*, a network security monitoring tool.

BlockFi

New York, NY (Remote)

Lead Site Reliability Engineer

Apr 2021—Nov 2021

- Led a team of seven SREs to embed with service teams and train them for operational readiness.

Callisto

San Francisco, CA

Senior Software Engineer

Mar 2019—Oct 2020

- Designed and built the core systems and cryptography for *Callisto Vault*, a sexual violence reporting system.

Facebook

Menlo Park, CA

Production Engineer

March 2015—Mar 2019

 Designed and built the core execution technology for Vending Machine, which drives the majority of new network capacity turn-ups at Facebook.

AdRoll

San Francisco, CA

DevOps Engineer

November 2013—February 2015

- Designed and built *Hologram*, a system that manages AWS credentials for developer workstations.

Hurricane Electric

Fremont, CA

Network Engineer

March 2011—November 2013

- Designed and rebuilt the *abuse@he.net* forwarding and analytics engine, leading to better insights on customer spam abuse of Hurricane's network.
- Designed and built the *Sentinel* datacenter health monitoring system: AC units, UPSes, generators, and row PDUs, including working with vendors to source communications gear.

References

Jessica Ladd (Founder and Former CEO, Callisto) jessica.h.ladd@gmail.com

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Tom Santero (Head of Engineering, GamerGains) tsantero@gmail.com

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