

# Charlie Groves's Resume

[c@sevorg.org](mailto:c@sevorg.org)

## Professional Experience

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### Senior Staff Engineer, States Title (now Doma) (2017 - 2021)

- Started a platform engineering group with developer experience, quality, security, and platform teams.
- Created the Durham engineering office, hiring and managing the initial team there.
- Conceived of our title production system and lead initial product and engineering work towards it.
- Ran the escrow half of our title agency as we hired in title professionals.
- Built our first product, an underwriter, with two other engineers.

### Principal Engineer, Fitbit (2013 - 2017)

- Advocated for the creation of a developer productivity team, and lead the new team in scaling our build, release, and testing processes.
- Lead backend implementation of [Fitbit Challenges](#).
- Scaled step leaderboards to an order of magnitude more users while lowering 99th percentile latency.
- Coordinated development on social features: badges, friends, challenges, and more.

### Member, Senior Software Engineer, Plausible Labs Cooperative (2012 - 2013)

- Built the 1.0 of an iOS streaming music player, Piki, with two other engineers.
- Added a new comics format and a resuming download system to [Comics for Android](#).

### Senior Software Engineer, Three Rings Design (2007 - 2012)

- Designed server architecture and lead team in the creation of a now defunct Doctor Who MMO
- Wrote a network subsystem and various game functionality for [Corpse Craft for iPad](#).
- Orchestrated async client-server interactions and designed user interfaces for [Puzzle Pirates](#).

### Software Engineer, University of South Carolina (2002 - 2007)

- Lead development of REV, a web-based earthquake data viewer.
- Wrote and administered a set of seismic data servers.

## Open Source Experience

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- Restarted Jython development and made the first major release in nearly 6 years.
- Created [Quetzalcoatl Teaches Typing](#), a multiplayer RTS/typing tutor, in a 48 hour game jam with one other engineer and an artist.

## Education

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### B.S. in Computer Science at the University of South Carolina (2000 - 2005)