

# Harlan Jacob Iverson

*Software Engineering Professional*

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## Work Experience

- Aug 2018–present **Day Laborer**, *Day Worker Center*, Mountain View, CA.  
· Complete moving, landscaping, and various jobs each day.
- Jan 2018–Jul 2018 **Software Engineer & Host**, *iSpooge Daily*, San Francisco, CA.  
*Focus: Scalable Video Delivery.*  
*Tools:* Clojure, Cryogen, Bash, Docker, VideoJS, ffmpeg, AWS EC2 + S3.  
· Created global scale delivery and minimal origin systems for live video.  
· Recorded lectures and developed system on self-hosted live stream episodes.  
· Created open-source management scripts for processing and production.  
· Deployed multi-party system at a 2-day hackathon with junior FE engineers.
- Jul 2016–Jul 2017 **DevOps Engineer**, *Various Startups*, San Francisco, CA.  
*Tools:* AWS, Docker, NodeJS, Hyperledger Fabric, GKE Kubernetes.  
· Built token-based tracking system to support email marketing campaigns.  
· Operated back-end for a chat app, supporting weekly influencer traffic.  
· Operationalized distributed ledger system and trained junior team.
- Apr 2014–Mar 2016 **Software Engineer**, *PubNub*, San Francisco, CA.  
*Focus: Real-Time Analytics Infrastructure.*  
*Tools:* Clojure, Kafka, Javascript, D3.js, GNU/Linux, Samza.  
· Built customer facing dashboard with global aggregation (cAP).  
· Built streaming relational algebra engine for analytics (CaP).  
· Deeply optimized for operational budget and end-to-end latency.
- Oct 2013–Mar 2014 **Software Engineer**, *Various Startups*, San Francisco, CA.  
*Focus: Front-End Integration.*  
· Built heads-up chat system for image sharing community website.  
· Built widgets for high profile consumer web re-launch.
- May 2011–Dec 2012 **Software Engineer**, *Emota*, Mountain View, CA.  
*Focus: IoT Research: “Ambient Emotional Technology”.*  
· Built event-driven isometric game system using commercial engine.  
· Built end-to-end BTLE pairing and RESTful device pairing demo.

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## Education

- 2008–2011 **Bachelor of Computer Science**, *U. of Minnesota*, Minneapolis, MN.  
Intensely studied language, operating systems, and data structures.
- 1999–present **Free/FLOSS Software Maintainer.**  
Continus contributions via open source and presentations at user groups.